OFFICIAL STRATEGY GUIDE

LUNAR®

SILVER STAR STORY

COMPLETE

Exclusive! Find all the Bromides!
Exclusive Character Stickers!
Exclusive Memory Card Stickers!
Exclusive FREE LUNAR Poster Offer!
Exclusive Interviews With LUNAR's Creators!

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NALL: FLYING FURBALL
When Alex was a child, a mysterious man gave his father this strange, winged, catlike creature that unfortunately grew up with a bad attitude. He tends to get Alex into a lot of trouble by smarting off at the wrong time. *But he'll get what's coming to him...sooner or later!*

ALEX: YEARNING YOUTH
Alex dreams of one day becoming a Dragonmaster like his hero, Dyne. But to fulfill his dream, he must leave behind all that he holds dear. Much more is in store for young Alex than he realizes. *Hopefully, he'll live long enough to tell about it!*

LUNA: BLOSSOMING BABE
Alex's parents have taken care of Luna since she was a child. She is Alex's childhood sweetheart, though she'll never admit it. No one can match the power of her magical songs. Like most adolescents her age, she has many questions about herself. *Unfortunately, they're about to be answered...*

CAST OF CHARACTERS

KYLE: BOASTFUL BRIGAND
After winning the approval of Master Mel of Meribia, Kyle was put in charge of protecting the Nanza Barrier. Despite his youth, he is a master swordsman, and well respected by his loyal followers. He can't help but find himself attracted to Jessica, even though she can't stand his chauvinistic ways. *He only has one flaw...his ego!*

JESSICA: SPUNKY SPELLCASTER
Jessica is the daughter of Master Mel, one of the Four Heroes, and the governor of Meribia. As an apprentice priest at Althena's Shrine, she is a master of healing spells. Don't let the sweetness she displays around her father fool you; Jessica is a very brave and independent woman. She is at constant odds with Kyle, hoping that one day he will treat all women as equals. *(Yeah, right.)*

NASH: MACHO MAGE
This extremely overconfident magician's apprentice is an understudy to Ghaleon, the most powerful magician in Vane. If he isn't studying for his latest exam at the academy, he can be found trying to impress the woman of his dreams, Mia. *Too bad Nash isn't as successful at trying to win Mia's heart as he is with magic.*

MIA: DISTINGUISHED DAUGHTER
Mia is the daughter of Lemia, one of the Four Heroes, and the leader of Vane. Lemia has protected Mia from the outside world for so long that she is oblivious to the joys and hardships found in the world below. Despite her mild nature, she is actually a very powerful magician. *If she could learn one new magic trick, it would be making Nash disappear.*

ROYCE: DIVINING DIVA

Royce is a constantly busy prognosticator of the future who operates a small shop on Black Rose Street and consults with Lemia Ausa, the leader of Vane and the Magic Guild. While she doesn't mind peering into the lives of others, she keeps her own life to herself. *Strangely enough, she and Nash seem to have a special bond...*

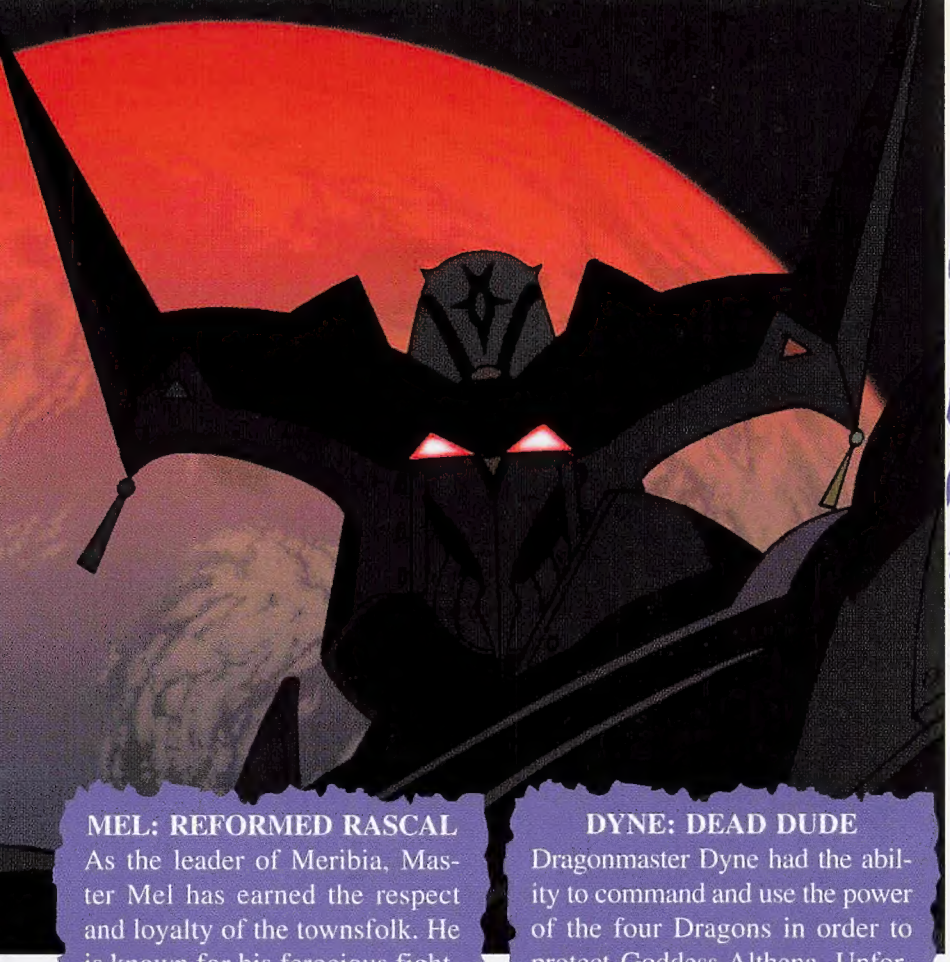
PHACIA: ALTHENA'S ALTERNATE?

Phacia is the head priestess of Althena's Shrine, located at the foot of the Goddess Tower. Much like Althena, she has a friendly demeanor and a hypnotic beauty that dazzles anyone in her presence. In fact, many of the Shrine's inhabitants are under the impression that Phacia is the physical representation of Althena herself. *Could it be true?*

XENOBIA: CHESTY CRETIN

Xenobia is the leader of the monstrous Vile Tribe that inhabits The Frontier. The Magic Emperor, for whom she holds a serious infatuation, has given her extremely powerful magical abilities. One of her favorite spells allows her to mimic the physical appearance of another person. *This hotty is going to make Alex's life very difficult!*

CAST OF CHARACTERS



MAGIC EMPEROR: EPITOME OF EVIL

With the assistance of Xenobia and the inventor Taben, the Magic Emperor has already set in motion his plans to rule the world of LUNAR. As his power continues to grow, only a Dragonmaster will be able to stop him before he destroys all that Althena has created. *Will Alex become the Dragonmaster in time?*

MEL: REFORMED RASCAL

As the leader of Meribia, Master Mel has earned the respect and loyalty of the townsfolk. He is known for his ferocious fighting style, which earned him the nickname "Hell Mel." After life in the spotlight as one of the Four Heroes, Mel settled down and fathered a daughter by the name of Jessica. *Jessica is Mel's pride and joy...his life.*

DYNE: DEAD DUDE

Dragonmaster Dyne had the ability to command and use the power of the four Dragons in order to protect Goddess Althena. Unfortunately, none of these powers could save him from perishing under mysterious circumstances. *With each passing year, the legend of Dyne continues to inspire the boys and girls of LUNAR.*

GHALEON: SOMBER SAGE

Ghaleon is the premier of the Magic City of Vane, and the most powerful magician in the world of LUNAR. He has never been the same since the death of his best friend, Dyne. Having felt that a part of him also died on that dark day, Ghaleon looks forward to the time when he can avenge his fallen comrade. *Is that time at hand?*

LEMIA: CRABBY CHICK

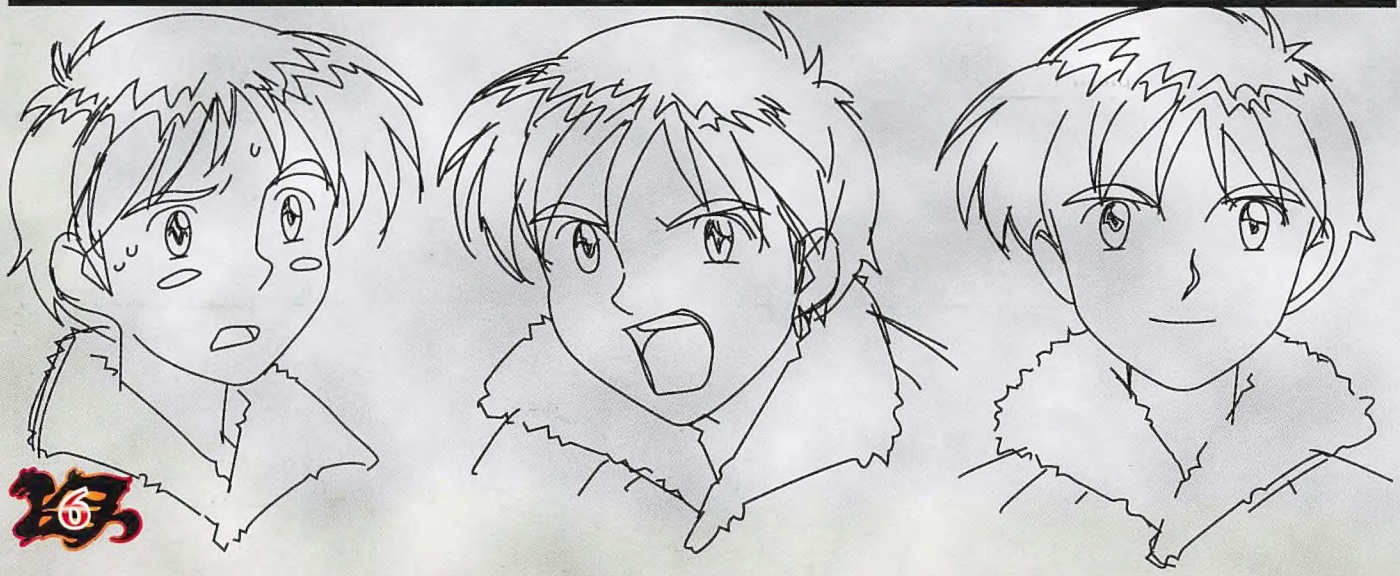
Lemia is the leader of Vane, and the founder of the Magic Guild, which instructs others on how to unlock their magical abilities. In recent weeks, Lemia has been on the cranky side, becoming quite harsh in her treatment of Vane's citizens. Even her own daughter, Mia, wants to know what's going on. *Is it menopause or madness?*

Weapons

SWORDS

These are used for hacking, slashing, slicing, and a touch of dicing.

Name	Description	Effect	Cost	Alex	Luna	Ramus	Nash	Mia	Kyle	Jessica
Dagger	Basic pointed weapon	Attack+6	100s	✓	✓	✓			✓	
Short Sword	Adventurer's blade	Attack+11	200s	✓	✓	✓			✓	
Long Sword	Length DOES matter	Attack+16	360s	✓					✓	
Broad Sword	Wide and wicked	Attack+21	600s	✓					✓	
Saber	Dueling sword	Attack+27	1000s	✓						
Ice Blade	Chilly cleaver	Attack+44	4000s	✓						
Silver Sword	Shiny stabber	Attack+33	1800s	✓					✓	
Samurai Blade	Hari-kari made easy	Attack+38	2800s	✓					✓	
Flame Sword	Forged in fire	Attack+49	6000s	✓						
Bastard Sword	Long battle sword	Attack+50	6400s						✓	
Great Sword	Really good weapon	Attack+55	9000s	✓					✓	
Wind Sword	Blows enemies away	Atk+60/Agi+5	14000s						✓	
Crystal Sword	Shimmering sword	Attack+61	15000s	✓						
Dark Sword	Blade O' Evil	Atk+65/Def+5	20000s						✓	
Master Sword	Swordsman's weapon	Attack+68	21000s	✓						
Insane Sword	Cuts like crazy	Attack+70	25000s						✓	
Althena's Sword	Dragonmaster's blade	Atk+75/#Atk+1	N/A	✓						



FLAILS/MACES

You've never used a blunt weapon before? Hey, join the club!

Name	Description	Effect	Cost	Alex	Luna	Ramus	Nash	Mia	Kyle	Jessica
Mace	Iron club	Attack+34	1600s							
Flail	Whip it good	Attack+39	2600s							
Ice Mace	Freezing staff	Attack+44	4400s							
Water Mace	Moist magic	Attack+50	7600s							
Judgment Mace	Lest ye be judged	Attack+56	12400s							
Holy Mace	Healing staff	Attack+68	22000s							
Dark Mace	Wicked magic	Attack+62	16800s							

BOWS

These weapons launch projectiles with which to bean the bad guys.

Name	Description	Effect	Cost	Alex	Luna	Ramus	Nash	Mia	Kyle	Jessica
Sling	Throws stones	Attack+4	60s							
Poison Darts	Pointy projectiles	Attack+8	180s							
Small Bow	For archers on a budget	Attack+10	320s							
Battle Bow	Arrow-flinging device	Attack+20	640s							
Stone Bow	Rock-solid aiming	Attack+50	4600s							
Holy Bow	Death from above	Attack+56	8400s							
Pixie's Bow	Prairie Tribe weapon	Attack+60	8000s							
Dream Bow	An enemy's nightmare	Attack+66	16000s							
Starlight Bow	Glows white and warm	Attack+72	23000s							

CANES

These weapons are able to deliver blunt *and* magical damage.

Name	Description	Effect	Cost	Alex	Luna	Ramus	Nash	Mia	Kyle	Jessica
Fortune Cane	Good luck to carry it	Atk+16/Luk+10	1000s							
Water Cane	Splash magic	Attack+20	0s							
Fire Cane	Casts fireballs	Attack+28	1400s							
Dream Cane	REM rod	Attack+34	1600s							
Ice Cane	Ice is nice	Attack+43	3600s							
Ethereal Cane	Spiritual staff	Attack+38	2400s							
Sage's Cane	Wise walking-stick	Atk+48/Wis+10	8600s							
Wind Cane	Conjures gusts	Atk+54/Agi+20	16400s							
Dragon Cane	Powerful bite	Atk+60/Wis+60	26000s							

Protective Gear

ARMOR

The most important protective items you can buy. No, seriously.

Name	Description	Effect	Cost	Alex	Luna	Ramus	Nash	Mia	Kyle	Jessica
Peasant Clothes	Everyday apparel	Defense+3	80s	✓	✓	✓	✓	✓	✓	✓
Heavy Clothes	Bad-weather workwear	Defense+5	140s	✓	✓	✓	✓	✓	✓	✓
Leather Clothes	Kinky, yet comfy	Defense+7	200s	✓	✓	✓			✓	
Leather Armor	Reinforced rawhide	Defense+9	260s	✓		✓			✓	
Iron Armor	Fortified metal	Defense+13	480s	✓		✓			✓	
Chain Mail	Linked armor	Def+17/Mag En+5	1200s	✓					✓	
Steel Armor	Stainless and shiny	Defense+21	2400s	✓					✓	
Holy Armor	Stronger than prayers	Defense+25	4800s	✓					✓	
Silver Armor	Light and strong	Def+29/Mg En+10	9600s	✓					✓	
Carapace Armor	Prairie Tribe armor	Defense+27	10000s							
Dark Armor	Evil protection	Defense+33	12000s						✓	
Insane Armor	Maddening metal	Def+37/Mg En+20	18000s						✓	
Dragon Armor	Dragonmaster's armor	Defense+40	0s	✓						
Cool Clothes	Priestly formalwear	Def+14/Mag En+1	600s							✓
Purity Clothes	Washed in holy water	Def+18/Mag En+2	1400s							✓
Sage's Clothes	Ceremonial robe	Def+22/Mag En+3	2800s							✓
Radiance Clothes	Sacred robe	Def+26/Mag En+4	5600s							✓
Saint Clothes	The fabric of our lives	Def+30/Mag En+6	11200s							✓
Holy Clothes	Althena's fave fabric!	Def+34/Mg En+22	18000s							✓
Robe	Thick cloth wear	Defense+11	400s		✓		✓	✓		✓
Magic Robe	Magically delicious	Defense+15	1280s		✓		✓	✓		✓
Sorcerer's Robe	Magic Guild attire	Defense+19	2000s				✓	✓		
Intelligent Robe	Smart-looking garment	Defense+23	3600s				✓	✓		
Saint's Robe	Delightful duds	Defense+26	7200s					✓		
Wisdom Robe	Knit with knowledge	Defense+27	6800s				✓			
Spirit Robe	Sewed by sorcerers	Defense+31	12400s				✓			
Sage's Robe	Wise man's outfit	Defense+36	17000s				✓			
Holy Robe	Blessedly informal	Defense+29	12600s					✓		
Aegis Robe	Imbued with magic	Defense+33	16000s					✓		

SHIELDS

These vital items deflect attacks to protect your butt from harm.

Name	Description	Effect	Cost	Alex	Luna	Ramus			Kyle	
Garbage Can Lid	Almost a shield	Defense+2	20s							
Wooden Shield	Lumbering defense	Defense+3	100s							
Iron Shield	Heavy and easily dented	Defense+5	360s							
Silver Shield	Better than gold	Defense+7	900s							
Steel Shield	Deflects damage well	Defense+10	1800s							
Holy Shield	Holy, not hole-y	Defense+13	3600s							
Dark Shield	Dusky defense	Defense+16	7200s							
Insane Shield	Legendary protection	Defense+19	10000s							
Dragon Shield	Dragonmaster's shield	Defense+20	0s							

BANDS

They raise your defense and they make your forearms look pretty cool.

Name	Description	Effect	Cost	Alex	Luna	Ramus	Nash	Mia	Kyle	Jessica
Iron Bracelet	Heavy gauntlet	Defense+4	200s							
Silver Bracelet	Shiny wrist-wrap	Defense+6	480s							
White Bracelet	White is alright	Defense+8	1000s							
Crystal Bracelet	NOT cubic zirconia	Defense+10	2000s							
Jewel Bracelet	Rainbow band	Def+12/Wis+5	3800s							
Star Bracelet	Heavenly hoop	Def+14/Wis+10	7600s							
Stone Bracelet	Rolling wrist-ring	Def+16/Wis+15	11000s							
Iron Armlet	Wrist guard	Defense+1	60s							
Steel Armlet	Wrist reflector	Defense+4	220s							
Silver Armlet	Sterling shielding	Defense+7	660s							
Crystal Armlet	Shimmering band	Defense+9	1200s							
Rainbow Armlet	A circle of color	Defense+11	2400s							
Dragon Armlet	Beastly bracelet	Defense+12	3800s							
Hell Armlet	Repels evil magic	Defense+14	7800s							
Fire Armlet	Brighter than sunlight	Defense+15	8000s							
Wind Armlet	Bracing bracelet	Defense+19	9000s							
Detonator Armlet	Althena's armlet	Defense+17	11400s							
Spook Armlet	Don't be afraid	Defense+18	12000s							

Protective Gear

HEADGEAR

Protect your fragile noggin while making a bold (but not brash) fashion statement.

Name	Description	Effect	Cost	Alex	Luna	Ramus	Nash	Mia	Kyle	Jessica
Scarf	Silky, soft, and warm	Defense+1	20s							
Hat	Orange chinchilla fur	Defense+2	24s							
Headband	Keeps forehead dry	Defense+3	160s							
Iron Helmet	Solid skull shield	Defense+5	260s							
Steel Helmet	Absorbs noggin knocks	Defense+9	1360s							
Holy Helmet	Heavenly head-holder	Defense+12	2600s							
Dark Helmet	Black brain-bucket	Defense+15	5400s							
Insane Helmet	Crazy cranium can	Defense+18	8000s							
Dragon Helmet	Dragonmaster's helmet	Defense+20	0s							
Bandanna	Lassos long locks	Defense+1	20s							
Fruity Bandanna	VERY colorful attire	Defense+4	240s							
Spirit Bandanna	Spiritual and silky	Def+7/Wis+5	1400s							
Lucky Bandanna	Do ya feel lucky, punk?	Def+10/Luck+5	2800s							
Dragon Bandanna	A lovely length of linen	Defense+12	5600s							
Holy Bandanna	Boosts wearer's magic	Defense+15	7600s							
Jade Hairpin	For ladies only	Defense+6	400s							
Rainbow Tiara	Colorful crown	Defense+9	1600s							
Ruby Tiara	Encrusted with gems	Defense+12	3000s							
Fire Tiara	Flaming headpiece	Defense+16	6900s							
Spook Hairpin	Hairy-scary	Def+10/Wis+2	1800s							
Holy Hairpin	Sacred scrunchie	Def+13/Wis+4	3400s							
Phantom Ribbon	Haunted headpiece	Def+17/Wis+6	7200s							

RINGS/PENDANTS

Magical jewelry to adorn your fingers and your neck.

Name	Description	Effect	Cost
Wrath Ring	Increase attack power	Def+1/Atk+10	12000s
Crystal Pendant	Increase spiritual power	Def+2/Wis+10	12000s
Healing Ring	Recovers HPs	Defense+1	10000s
Chiro's Tail	Increases agility	Def+2/Agi+10	12000s
Fresh Ring	Prevents conditions	Defense+1	15000s
Refresher Ring	Prevents conditions	Defense+1	18000s
Angel Ring	One-time auto-resurrect	Defense+1	10000s
Tri-Ring	Prevents status change	Defense+1	30000s
Ice Pendant	Defend against thunder and fire	Defense+2	0s
Flame Ring	Defend against water and wind	Def+1/Atk+1	0s
Barrier Ring	Raise magic resistance	Def+15/Mg En+15	25000s
Hell Ring	Halves MP consumption	Defense+1	30000s
Fortune Ring	Increase luck	Def+1/Luck+10	12000s
Shiro's Tail	Increase range	Def+2/Range+8	12000s
Gale Ring	Increase # of attacks	Def+1/#Atk+1	30000s
Ghaleon's Tear	Attack all enemies	Defense+2	30000s
Protection Ring	Increase defense	Defense+10	12000s
Devil Pendant	Increase magic resistance	Def+2/Mg En+10	12000s
Spirit Talisman	Halves all attacks	Defense+2	0s

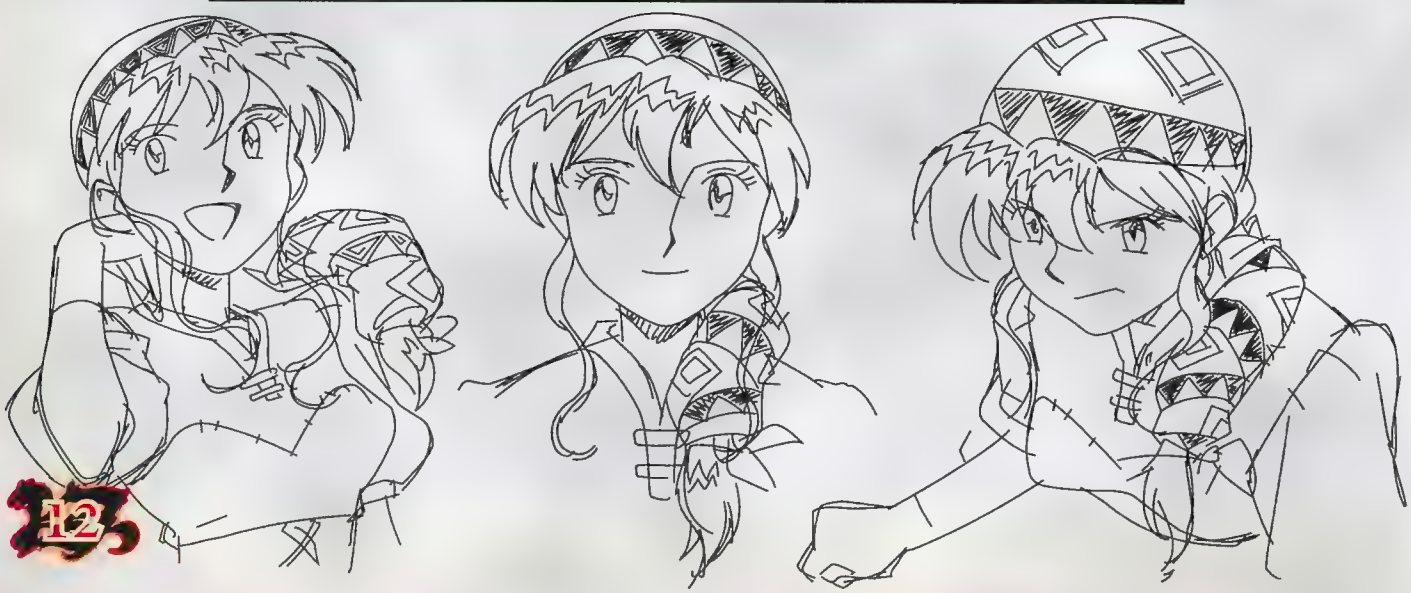
HEALING ITEMS

When you're taking a righteous beating, simply use these health-restoring goodies.

Name	Description	Cost
Herb	Restores a bit of HP	40s
Healing Nut	Restores plenty of HP	200s
Star Light	Restores a bit of MP	1000s
Silver Light	Restores MP completely	5000s
Angel's Tear	Revives fainted characters	600s
Cleansing Water	Cures paralysis	60s
Antidote	Neutralizes poison	20s
Holy Water	Recover conditions	100s

Items

SPECIAL ITEMS	There's nothing ordinary about 'em. Some are needed to advance in the game.	
Name	**Description**	**Cost**
Dragon Wings	Magical traveling tool (Range+10)	0s
Dragonfly Wing	Escape dungeons	100s
Dragon Ring	Symbol of heroism (Def+1/Mag En+20)	0s
Dragon Diamond	Priceless gem	20000s
Soap	Rope not included	1000s
Alex's Ocarina	Melodic instrument	0s
Sea Chart	Detailed ocean map	0s
Application	Magic Guild form	0s
Althena's Mirror	Reflection of truth	0s
Old Notebook	Password to the Spire	0s
Thieves' Guide	Damon's treasure	0s
Thieves' Crest	Open locked chests!	0s
Balloon Blueprint	Airships for dummies	0s
Fluffy Bug	So soft and cuddly!	0s
Dragon Necklace	Tempest's gift	0s
Balloon Engine	Shira's masterwork	30000s
Rememberizer	View past adventures	65000s



Magic

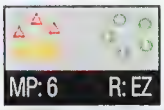
Alex's Magic

SWORD DANCE

Alex strikes one unfortunate enemy with a rapid series of devastating slashes.

EXPLOSION STAFF

Alex leaps into a group of enemies (white men *can* jump) and triggers a fiery blast.

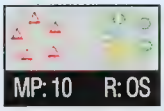


FLASH CUT

Alex dashes across the battlefield and leaves large cuts in his enemies' guts.

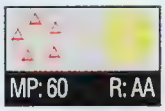
VIGOR

Alex pumps up his own attack power with magical steroids.



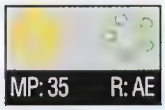
DRAGON PROTECT

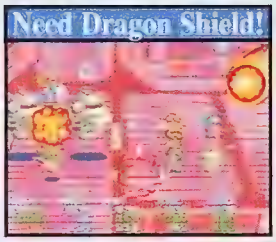
Everyone in Alex's party is shielded from the effects of one enemy spell.



DRAGON ANGER

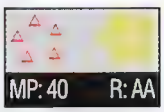
Alex rains down very large and very damaging fireballs upon his foes.





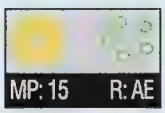
DRAGON HEALING

Alex restores everyone in the party to full health, including himself.

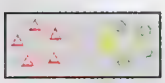


DRAGON GRIEF

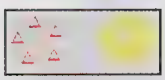
All the enemies are sucked into a magical limbo, bringing a swift end to the battle.



MP: Magic Points needed to cast the spell.
R: Range of the spell. See the nifty icons below.

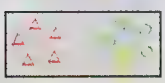


1A: Only affects the selected ally.



AA: Affects all of the allies in the party.

AZ: Affects the allies in a selected area.



OS: Only affects the spellcaster.

1E: Only affects the selected enemy.

AE: Affects all enemies on the screen.

EZ: Affects enemies in a selected area.

SL: Affects enemies in the line of attack.

Luna's Magic

HEALING SONG

Level: 1

Luna uses her magic to heal the wounds of one ally.

MP: 4 R: 1A

PURITY SONG

Level: 5

Luna cures the condition(s) of one party member.

MP: 4 R: 1A

CASCADE SONG

Level: 9

One character's attack power is boosted by Luna's sweet voice.

MP: 10 R: 1A

ESCAPE SONG

Level: 12

Luna uses the power of her golden throat to scare away all the monsters.

MP: 10 R: AE

TEMPTATION SONG

Level: 7

Luna puts every monster on the battlefield into a deep sleep.

MP: 7 R: AE

TRANQUIL SONG

Level: 10

Luna croons a tune to restore some HP to every character.

MP: 15 R: AA

Nash's Magic

THUNDERBOLT

Level: 24

Nash chooses one unlucky foe to receive the gift of electricity.

MP: 15 R: 1E

THUNDER BOMB

Level: 1

A group of enemies is showered with violent voltage.

MP: 6 R: EZ

THUNDER THRUST

Level: 23

Every enemy on the battlefield is jolted for heavy damage.

MP: 18 R: AE

SPARK BALL

Level: 18

Nash shocks a group of enemies into temporary paralysis.

MP: 10 R: EZ

SLEEP

Level: 20

Nash tells stories about himself to put a group of enemies into a coma.

MP: 9 R: EZ

CONFUSION

Level: 12

Nash uses his hocus-pocus to baffle a group of enemies.

MP: 7 R: EZ

MAGIC BOX

Level: 15

Nash silences a group of enemies to prevent them from casting spells.

MP: 8 R: EZ

STONE

Level: 1

Nash turns a group of enemies into statuesque versions of themselves.

MP: 6 R: EZ

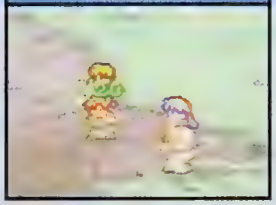
Jessica's Magic

HEAL LITANY

One character regains a moderate amount of HP.

MP: 4 R: 1A

Level: 1

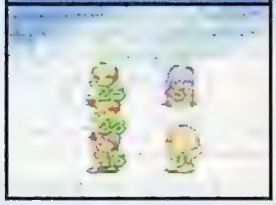


CALM LITANY

Everyone in the party regains some (but not all) of their precious HP.

MP: 15 R: AA

Level: 16



Level: 25

SAINT LITANY

Every character regains a small amount of HP at the start of each turn.

MP: 12 R: AA

Level: 31

ATHENA LITANY

Jessica restores every single HP to a single lucky adventurer.

MP: 10 R: 1A

MIRACLE LITANY

Jessica calls upon the Goddess to resurrect one fainted friend.

MP: 20 R: 1A

Level: 35

CLEANSE LITANY

Jessica cures one character of bad conditions–poison, muting, halitosis, etc.

MP: 4 R: 1A

Level: 14

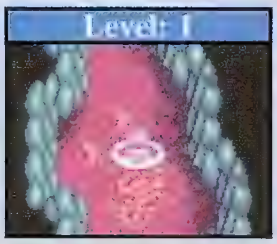
Level: 27

FEAR LITANY

Jessica scares the bejeezus out of a single enemy, who flees the battle.

MP: 6 R: 1E

Level: 1



ESCAPE LITANY

The entire party teleports to the entrance of the current dungeon.

MP: 20 R: AA

Kyle's Skills

POWER SLASH

Kyle dishes out one massive hack to one monster of any size.

MP: 6 R: 1E

Level: 1

POWER SWEEP

Kyle swings his sword in a massive arc, hitting any nearby critters.

MP: 9 R: AZ

Level: 1

Level: 1

SONIC RISER

Kyle fires an energy bolt across the battlefield, hitting any monster in its path.

MP: 14 R: SL

Level: 1

POWER UP

Kyle boosts his attack power (but not his ego, which can't get any bigger).

MP: 8 R: OS

◄ Here's an amusing collection of tiny pictures of Kyle, known as "sprites" by programmer dudes.

Mia's Magic

FLAME BOMB

Always concerned with cleanliness, Mia gives a fireball shower to one enemy.

MP: 13 R: 1E

FLAME CIRCLE

Mia uses this fiery spell to very badly burn a group of enemies.

MP: 7 R: EZ

FLAMERIA

Massive swords of magical fire rain down from the sky, causing major hurt.

MP: 30 R: AE

POWER DRIVE

Mia raises the attack power of a friend, because it's the right thing to do.

MP: 11 R: 1A

ICE LANCE

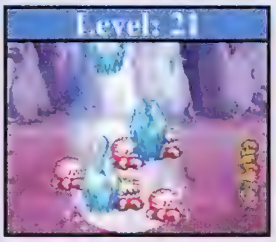
Mia impales a single enemy with a criss-cross of giant icicles.

MP: 5 R: 1E

ICE WALL

Mia bombards a group of enemies with big nuggets of frozen water.

MP: 15 R: EZ



BLIZZARD

A raging snowstorm blows across the battlefield, chilling out all the enemies.

MP: 10 R: AE

ICE SHELL

Mia increases the defensive strength of one ally–the hard way. Brrrr!

MP: 11 R: 1A

Ghaleon's Magic

INFERNO

Supernatural flames engulf every monster on the battlefield, and kill them.

MP: 14 R: AE

NITRO DAGGER

Explosive shards of magical ice strike all the monsters, and kill them.

MP: 14 R: AE

TORNADO

A vortex of wind picks up and then drops the monsters from a great height. They get killed.

MP: 10 R: AE

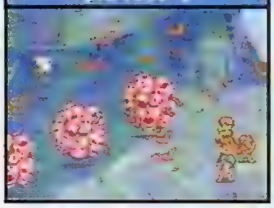
ROCK 'N' ROLL

Dozens of bouncing boulders fall onto all the monsters, and kill them.

MP: 10 R: AE

Tempest's Skills

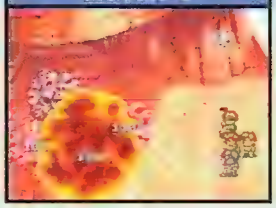
Level: 1



FLASH WIND

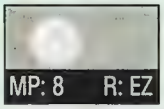
Tempest calls upon the forces of nature to blow all the monsters off the battlefield.

Level: 1



FLASH ARROW

Tempest lobs an explosive arrow at an unwary group of enemies.



Monsters

The following pages go into frightening detail on the various monsters in the world of LUNAR. Take the time to become familiar with your foes! Please note that Bosses aren't listed in this section; instead, their data is given in the big, bad Walkthrough, which gives us more room to describe the different attacks that they use, and how not to get killed by them.

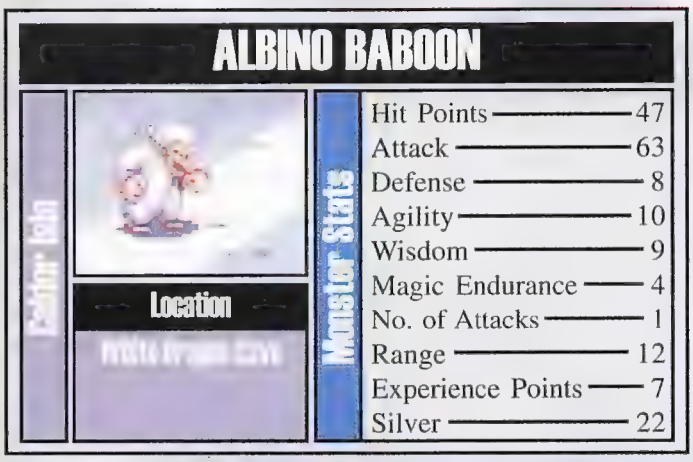
Here's a sample of monster data to show you what all those crazy numbers and letters mean:

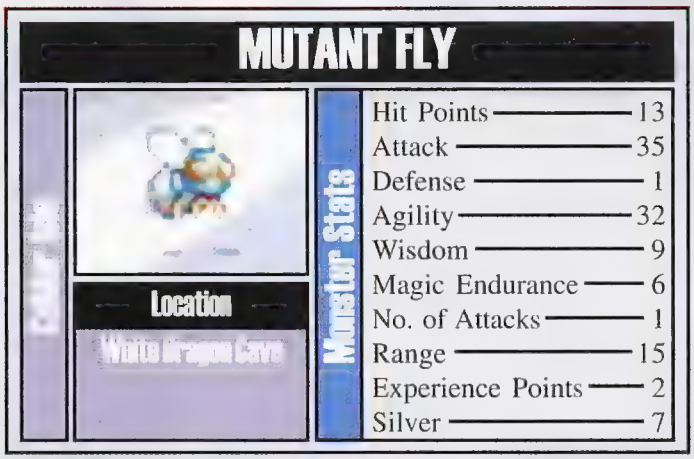
MONSTER NAME
Displays the name of the monster.

ZONE NAME
This is the zone of LUNAR's world in which the monster appears.

MONSTER DATA
These are the vital statistics that the monsters don't want you to see.

LOCATION NAME
Location within the zone where the monster appears.



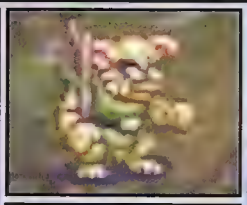


FLYTRAPPER

Location

Monster Stats	
Hit Points	27
Attack	41
Defense	8
Agility	11
Wisdom	9
Magic Endurance	4
No. of Attacks	1
Range	14
Experience Points	4
Silver	9

GOBLIN



Location

Monster Stats	
Hit Points	41
Attack	49
Defense	10
Agility	15
Wisdom	13
Magic Endurance	6
No. of Attacks	1
Range	12
Experience Points	6
Silver	19

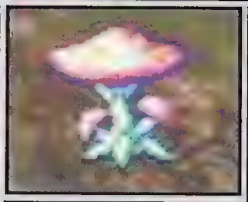
GORGON

Monster Stats	
Hit Points	38
Attack	56
Defense	22
Agility	15
Wisdom	12
Magic Endurance	9
No. of Attacks	1
Range	12
Experience Points	9
Silver	40

Location

SCYTHE SPORE

Monster Stats	
Hit Points	32
Attack	40
Defense	16
Agility	20
Wisdom	10
Magic Endurance	10
No. of Attacks	1
Range	10
Experience Points	3
Silver	22



Location

KILLER FLY

Location

Monster Stats	
Hit Points	20
Attack	56
Defense	19
Agility	31
Wisdom	22
Magic Endurance	18
No. of Attacks	1
Range	18
Experience Points	4
Silver	29

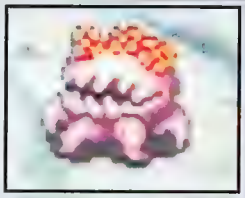
KILLER WASP

Location

Monster Stats	
Hit Points	34
Attack	51
Defense	21
Agility	22
Wisdom	22
Magic Endurance	18
No. of Attacks	1
Range	15
Experience Points	11
Silver	50

MANTLE RAPPER

Monster Stats	
Hit Points	26
Attack	58
Defense	25
Agility	20
Wisdom	24
Magic Endurance	18
No. of Attacks	1
Range	8
Experience Points	4
Silver	18



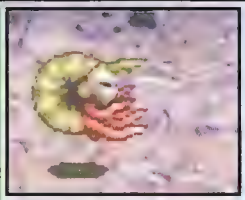
Location

MUTANT ANT

Monster Stats	
Hit Points	20
Attack	60
Defense	35
Agility	11
Wisdom	20
Magic Endurance	18
No. of Attacks	1
Range	12
Experience Points	5
Silver	14

Location

AMMONIA



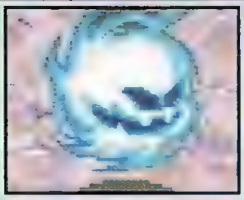
Location

Monstrous Nightmare

Monster Stats

Hit Points	43
Attack	82
Defense	32
Agility	22
Wisdom	60
Magic Endurance	25
No. of Attacks	2
Range	17
Experience Points	14
Silver	63

EVIL WISP



Location

Monstrous Nightmare

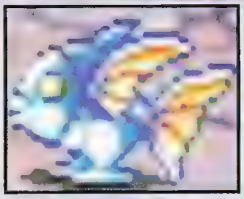
Monster Stats

Hit Points	56
Attack	82
Defense	16
Agility	26
Wisdom	30
Magic Endurance	24
No. of Attacks	1
Range	14
Experience Points	10
Silver	32

FATAL HOPPER

Monster Stats

Hit Points	45
Attack	79
Defense	18
Agility	27
Wisdom	30
Magic Endurance	22
No. of Attacks	1
Range	16
Experience Points	8
Silver	41



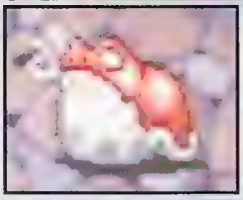
Location

Monstrous Nightmare

GROG SNAKE

Monster Stats

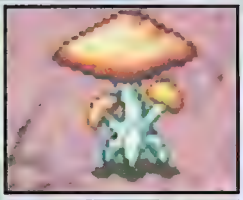
Hit Points	38
Attack	74
Defense	16
Agility	10
Wisdom	10
Magic Endurance	22
No. of Attacks	1
Range	16
Experience Points	7
Silver	27



Location

Monstrous Nightmare

DEATH SHROOM



Location

Cave of Trial

Monster Stats

Hit Points	23
Attack	101
Defense	20
Agility	20
Wisdom	50
Magic Endurance	26
No. of Attacks	1
Range	15
Experience Points	6
Silver	67

GUNFOOT

Location

Cave of Trial

Monster Stats

Hit Points	65
Attack	89
Defense	23
Agility	26
Wisdom	40
Magic Endurance	26
No. of Attacks	1
Range	20
Experience Points	7
Silver	108

SLUMBER MOTH

Monster Stats

Hit Points	20
Attack	93
Defense	24
Agility	35
Wisdom	45
Magic Endurance	24
No. of Attacks	1
Range	20
Experience Points	6
Silver	71

Location

Cave of Trial

ICE MONGREL

Monster Stats

Hit Points	4
Attack	2
Defense	80
Agility	100
Wisdom	255
Magic Endurance	80
No. of Attacks	2
Range	24
Experience Points	129
Silver	900

Location

Cave of Trial

ANTORION

Location

Monster Stats

Hit Points	40
Attack	113
Defense	50
Agility	21
Wisdom	59
Magic Endurance	15
No. of Attacks	1
Range	8
Experience Points	8
Silver	61

DEATH MUTT

Location

Monster Stats

Hit Points	48
Attack	110
Defense	24
Agility	36
Wisdom	39
Magic Endurance	35
No. of Attacks	1
Range	13
Experience Points	8
Silver	72

GIGA WASP

Monster Stats

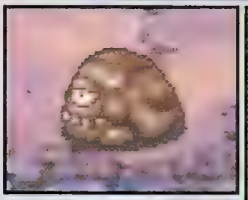
Hit Points	49
Attack	116
Defense	34
Agility	36
Wisdom	70
Magic Endurance	26
No. of Attacks	1
Range	20
Experience Points	7
Silver	68

Location

MUD CYCLOPS

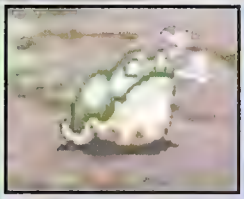
Monster Stats

Hit Points	59
Attack	113
Defense	54
Agility	32
Wisdom	39
Magic Endurance	13
No. of Attacks	1
Range	14
Experience Points	9
Silver	77



Location

BARREL SNAKE



Location

Monster Stats

Hit Points	63
Attack	122
Defense	20
Agility	10
Wisdom	39
Magic Endurance	35
No. of Attacks	1
Range	14
Experience Points	9
Silver	61

MONOCROP

Location

Monster Stats

Hit Points	117
Attack	122
Defense	10
Agility	30
Wisdom	50
Magic Endurance	30
No. of Attacks	1
Range	18
Experience Points	11
Silver	151

NIGHTMARE

Monster Stats

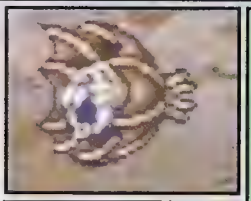
Hit Points	63
Attack	118
Defense	20
Agility	35
Wisdom	39
Magic Endurance	29
No. of Attacks	1
Range	10
Experience Points	10
Silver	69

Location

THE DEEP

Monster Stats

Hit Points	90
Attack	144
Defense	20
Agility	10
Wisdom	39
Magic Endurance	39
No. of Attacks	1
Range	17
Experience Points	10
Silver	116



Location

BLOOD LORD

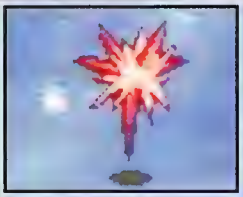
Location

Crystal Tower

Monster Stats

Hit Points	72
Attack	108
Defense	15
Agility	35
Wisdom	45
Magic Endurance	25
No. of Attacks	1
Range	12
Experience Points	15
Silver	227

NEUTRONITOR



Location

Crystal Tower

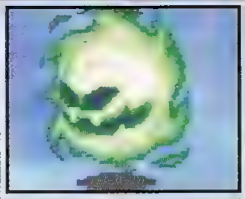
Monster Stats

Hit Points	81
Attack	101
Defense	10
Agility	27
Wisdom	26
Magic Endurance	50
No. of Attacks	1
Range	15
Experience Points	18
Silver	161

PLASMA FIEND

Monster Stats

Hit Points	77
Attack	104
Defense	5
Agility	31
Wisdom	45
Magic Endurance	50
No. of Attacks	1
Range	8
Experience Points	15
Silver	74



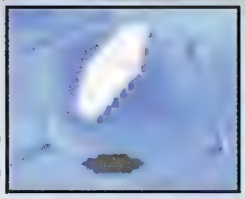
Location

Crystal Tower

REFLECTOR

Monster Stats

Hit Points	74
Attack	101
Defense	10
Agility	1
Wisdom	40
Magic Endurance	25
No. of Attacks	1
Range	35
Experience Points	14
Silver	88



Location

Crystal Tower

SHADOW LORD

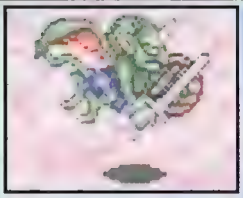
Location

Marble

Monster Stats

Hit Points	108
Attack	144
Defense	30
Agility	1
Wisdom	40
Magic Endurance	35
No. of Attacks	1
Range	18
Experience Points	18
Silver	48

GARGOYLE



Location

Marble

Monster Stats

Hit Points	126
Attack	104
Defense	30
Agility	30
Wisdom	58
Magic Endurance	43
No. of Attacks	1
Range	12
Experience Points	19
Silver	94

GUARDIAN

Monster Stats

Hit Points	81
Attack	130
Defense	30
Agility	38
Wisdom	40
Magic Endurance	40
No. of Attacks	1
Range	12
Experience Points	18
Silver	41

Location

Marble

ROOK

Monster Stats

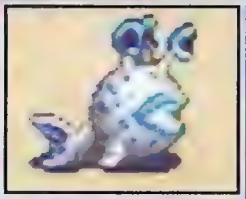
Hit Points	76
Attack	101
Defense	45
Agility	38
Wisdom	44
Magic Endurance	38
No. of Attacks	2
Range	10
Experience Points	18
Silver	90

Location

Marble

CHRONO GORGON

Monster Zoom



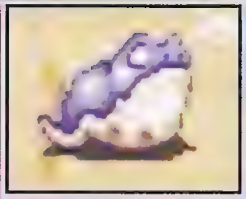
Location

Monster Stats

Hit Points	96
Attack	130
Defense	36
Agility	32
Wisdom	60
Magic Endurance	40
No. of Attacks	1
Range	16
Experience Points	63
Silver	171

GRAGGEN

Monster Zoom



Location

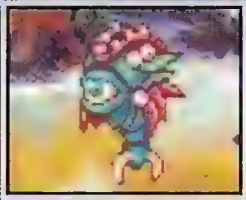
Monster Stats

Hit Points	90
Attack	128
Defense	30
Agility	16
Wisdom	50
Magic Endurance	40
No. of Attacks	1
Range	13
Experience Points	54
Silver	108

BRAIN LICKER

Monster Stats

Hit Points	108
Attack	116
Defense	32
Agility	34
Wisdom	50
Magic Endurance	40
No. of Attacks	1
Range	17
Experience Points	57
Silver	144



Location

Monster Zoom

KILLER BUZZ

Monster Stats

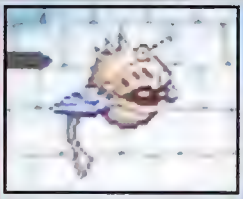
Hit Points	90
Attack	116
Defense	30
Agility	70
Wisdom	40
Magic Endurance	40
No. of Attacks	1
Range	20
Experience Points	69
Silver	117

Location

Monster Zoom

BAT KNIGHT

Monster Zoom



Location

Monster Stats

Hit Points	77
Attack	130
Defense	87
Agility	38
Wisdom	56
Magic Endurance	51
No. of Attacks	2
Range	10
Experience Points	73
Silver	108

KILL ROLLER

Monster Zoom

Location

Monster Stats

Hit Points	190
Attack	156
Defense	30
Agility	52
Wisdom	60
Magic Endurance	20
No. of Attacks	1
Range	12
Experience Points	75
Silver	225

MUMMY

Monster Stats

Hit Points	73
Attack	128
Defense	66
Agility	40
Wisdom	56
Magic Endurance	48
No. of Attacks	2
Range	8
Experience Points	69
Silver	124

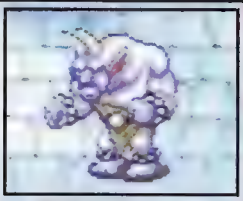
Location

Monster Zoom

RUFUS

Monster Stats

Hit Points	135
Attack	196
Defense	44
Agility	28
Wisdom	56
Magic Endurance	51
No. of Attacks	1
Range	12
Experience Points	78
Silver	207



Location

Monster Zoom

FLY DEVIL

Location

Monster Zone

Monster Stats

Hit Points	86
Attack	152
Defense	30
Agility	50
Wisdom	50
Magic Endurance	38
No. of Attacks	1
Range	20
Experience Points	127
Silver	129

FLUFFY BUG

Location

Monster Zone

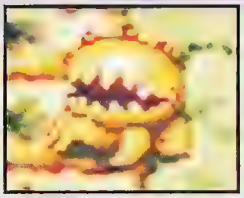
Monster Stats

Hit Points	90
Attack	153
Defense	62
Agility	999
Wisdom	59
Magic Endurance	54
No. of Attacks	1
Range	11
Experience Points	104
Silver	211

MAN EATER

Monster Stats

Hit Points	130
Attack	161
Defense	34
Agility	30
Wisdom	62
Magic Endurance	35
No. of Attacks	1
Range	22
Experience Points	125
Silver	139



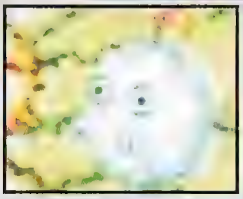
Location

Monster Zone

PUFFY BUG

Monster Stats

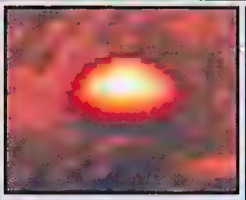
Hit Points	158
Attack	153
Defense	38
Agility	46
Wisdom	45
Magic Endurance	39
No. of Attacks	1
Range	20
Experience Points	75
Silver	135



Location

Monster Zone

BLOOD SLIME



Location

Monster Zone

Monster Stats

Hit Points	221
Attack	172
Defense	30
Agility	30
Wisdom	60
Magic Endurance	32
No. of Attacks	1
Range	22
Experience Points	121
Silver	169

BURNER

Location

Monster Zone

Monster Stats

Hit Points	234
Attack	128
Defense	64
Agility	38
Wisdom	60
Magic Endurance	36
No. of Attacks	2
Range	22
Experience Points	126
Silver	281

FIRE ELEMENTAL

Monster Stats

Hit Points	279
Attack	182
Defense	52
Agility	32
Wisdom	60
Magic Endurance	41
No. of Attacks	1
Range	22
Experience Points	134
Silver	291

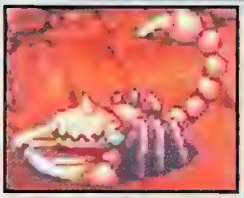
Location

Monster Zone

SCORPION

Monster Stats

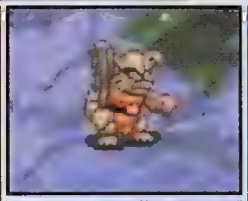
Hit Points	234
Attack	153
Defense	70
Agility	20
Wisdom	45
Magic Endurance	30
No. of Attacks	1
Range	16
Experience Points	129
Silver	204



Location

Monster Zone

BOB GOBLIN

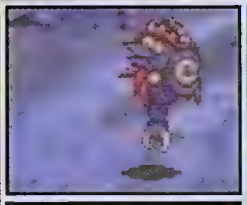


Location

Monster Stats

Hit Points	225
Attack	262
Defense	1
Agility	43
Wisdom	20
Magic Endurance	1
No. of Attacks	1
Range	15
Experience Points	168
Silver	206

BRAINPICKER



Location

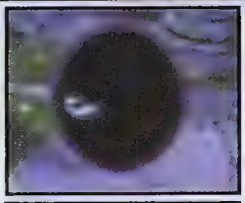
Monster Stats

Hit Points	306
Attack	156
Defense	24
Agility	52
Wisdom	32
Magic Endurance	70
No. of Attacks	1
Range	20
Experience Points	173
Silver	167

ELECTRO EYE

Monster Stats

Hit Points	315
Attack	202
Defense	30
Agility	46
Wisdom	80
Magic Endurance	80
No. of Attacks	1
Range	24
Experience Points	168
Silver	315

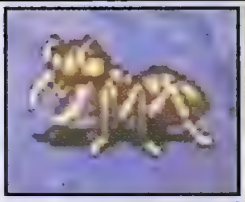


Location

GIGA ANT

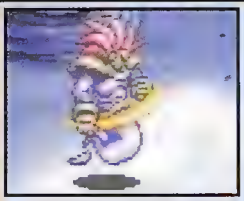
Monster Stats

Hit Points	183
Attack	144
Defense	72
Agility	45
Wisdom	1
Magic Endurance	1
No. of Attacks	1
Range	23
Experience Points	164
Silver	104



Location

AQUA GENIE



Location

Monster Stats

Hit Points	263
Attack	214
Defense	50
Agility	41
Wisdom	58
Magic Endurance	40
No. of Attacks	2
Range	18
Experience Points	207
Silver	281

GELATIN

Location

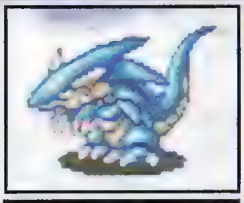
Monster Stats

Hit Points	283
Attack	190
Defense	1
Agility	40
Wisdom	65
Magic Endurance	26
No. of Attacks	2
Range	24
Experience Points	203
Silver	126

RAZOR WOLF

Monster Stats

Hit Points	339
Attack	204
Defense	50
Agility	40
Wisdom	60
Magic Endurance	50
No. of Attacks	1
Range	17
Experience Points	212
Silver	252

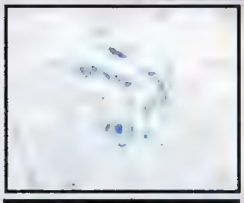


Location

WATER ELEMENTAL

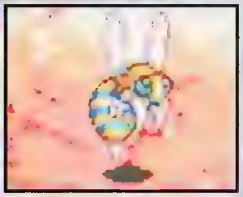
Monster Stats

Hit Points	241
Attack	179
Defense	50
Agility	43
Wisdom	65
Magic Endurance	50
No. of Attacks	2
Range	17
Experience Points	203
Silver	135



Location

GREAT HORNET



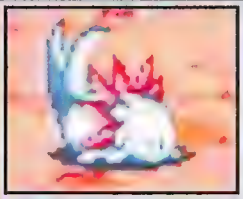
Location

Tormor Pass

Monster Stats

Hit Points	212
Attack	138
Defense	30
Agility	60
Wisdom	64
Magic Endurance	10
No. of Attacks	1
Range	16
Experience Points	242
Silver	213

ICE PUP



Location

Tormor Pass

Monster Stats

Hit Points	126
Attack	136
Defense	100
Agility	70
Wisdom	150
Magic Endurance	130
No. of Attacks	3
Range	20
Experience Points	432
Silver	135

OCTO PLANT

Monster Stats

Hit Points	246
Attack	166
Defense	20
Agility	45
Wisdom	70
Magic Endurance	1
No. of Attacks	2
Range	14
Experience Points	233
Silver	194

Location

Tormor Pass

SHRIEKER

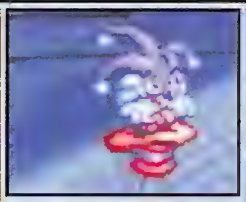
Monster Stats

Hit Points	252
Attack	189
Defense	20
Agility	45
Wisdom	220
Magic Endurance	10
No. of Attacks	1
Range	26
Experience Points	237
Silver	118

Location

Tormor Pass

MAGIC HAT



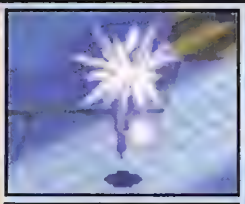
Location

Mystic's Tower

Monster Stats

Hit Points	54
Attack	179
Defense	200
Agility	54
Wisdom	68
Magic Endurance	62
No. of Attacks	1
Range	10
Experience Points	93
Silver	124

MECHA STAR



Location

Mystic's Tower

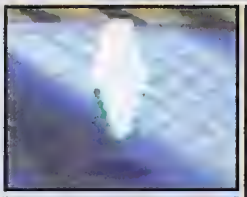
Monster Stats

Hit Points	150
Attack	179
Defense	76
Agility	52
Wisdom	35
Magic Endurance	70
No. of Attacks	1
Range	16
Experience Points	100
Silver	121

PLASMA PRISM

Monster Stats

Hit Points	136
Attack	179
Defense	74
Agility	46
Wisdom	80
Magic Endurance	74
No. of Attacks	1
Range	19
Experience Points	81
Silver	121



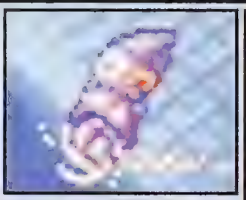
Location

Mystic's Tower

TORMENTOR

Monster Stats

Hit Points	153
Attack	182
Defense	77
Agility	80
Wisdom	70
Magic Endurance	64
No. of Attacks	1
Range	12
Experience Points	66
Silver	125



Location

Mystic's Tower

AMBUSH

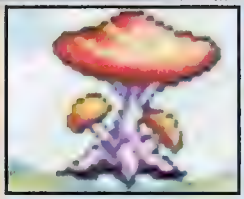
Location

Forest of Illusion

Monster Stats

Hit Points	232
Attack	214
Defense	60
Agility	45
Wisdom	78
Magic Endurance	60
No. of Attacks	2
Range	19
Experience Points	336
Silver	178

KILLER SHROOM



Location

Forest of Illusion

Monster Stats

Hit Points	250
Attack	222
Defense	50
Agility	45
Wisdom	2
Magic Endurance	70
No. of Attacks	1
Range	18
Experience Points	345
Silver	218

MONSTER WASP

Monster Stats

Hit Points	198
Attack	144
Defense	30
Agility	90
Wisdom	80
Magic Endurance	80
No. of Attacks	2
Range	23
Experience Points	354
Silver	140

Location

Forest Leaf Illusion

YETI

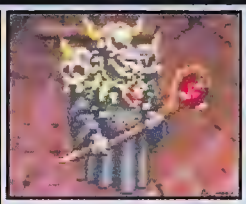
Monster Stats

Hit Points	351
Attack	262
Defense	65
Agility	55
Wisdom	50
Magic Endurance	76
No. of Attacks	1
Range	13
Experience Points	388
Silver	207

Location

Forest of Illusion

CHAOS FIEND



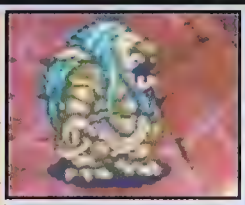
Location

Black Dragon Fortress

Monster Stats

Hit Points	360
Attack	179
Defense	70
Agility	50
Wisdom	100
Magic Endurance	60
No. of Attacks	1
Range	20
Experience Points	535
Silver	378

HELL RAISER



Location

Black Dragon Fortress

Monster Stats

Hit Points	288
Attack	245
Defense	60
Agility	55
Wisdom	30
Magic Endurance	1
No. of Attacks	1
Range	17
Experience Points	518
Silver	207

NIPPLE YANKER

Monster Stats

Hit Points	180
Attack	182
Defense	50
Agility	57
Wisdom	90
Magic Endurance	50
No. of Attacks	1
Range	24
Experience Points	509
Silver	203

Location

Black Dragon Fortress

SLICE O' DEAD

Monster Stats

Hit Points	234
Attack	203
Defense	56
Agility	50
Wisdom	50
Magic Endurance	40
No. of Attacks	1
Range	16
Experience Points	526
Silver	290

Location

Black Dragon Fortress

CANNON FOOT

Location

Monster Stats

Hit Points	405
Attack	254
Defense	100
Agility	40
Wisdom	120
Magic Endurance	100
No. of Attacks	1
Range	40
Experience Points	143
Silver	102

HELL HOUND

Location

Monster Stats

Hit Points	432
Attack	237
Defense	90
Agility	35
Wisdom	140
Magic Endurance	100
No. of Attacks	1
Range	40
Experience Points	147
Silver	106

KILLER WEED

Monster Stats

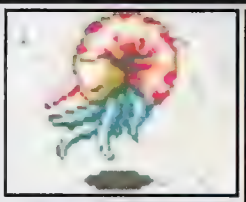
Hit Points	423
Attack	202
Defense	80
Agility	60
Wisdom	140
Magic Endurance	80
No. of Attacks	2
Range	40
Experience Points	138
Silver	99

Location

SHELL WALKER

Monster Stats

Hit Points	315
Attack	202
Defense	200
Agility	45
Wisdom	190
Magic Endurance	80
No. of Attacks	1
Range	40
Experience Points	151
Silver	112



Location

GROPER

The Frontier

Location

Monster Stats

Hit Points	189
Attack	247
Defense	100
Agility	55
Wisdom	75
Magic Endurance	53
No. of Attacks	1
Range	18
Experience Points	604
Silver	188

MECHA TANK

The Frontier

Location

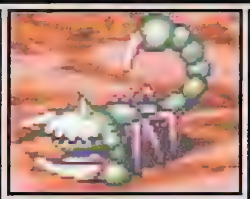
Monster Stats

Hit Points	225
Attack	225
Defense	110
Agility	40
Wisdom	50
Magic Endurance	50
No. of Attacks	1
Range	17
Experience Points	621
Silver	216

ROCK BITER

Monster Stats

Hit Points	160
Attack	173
Defense	80
Agility	50
Wisdom	65
Magic Endurance	10
No. of Attacks	2
Range	16
Experience Points	595
Silver	147



Location

The Frontier

STALKER

Monster Stats

Hit Points	171
Attack	241
Defense	90
Agility	55
Wisdom	80
Magic Endurance	50
No. of Attacks	1
Range	19
Experience Points	612
Silver	225

Location

The Frontier

BAIGEN

The Frontier

Location

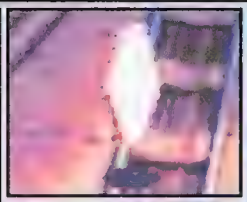
Ruin

Monster Stats

Hit Points	234
Attack	186
Defense	52
Agility	64
Wisdom	50
Magic Endurance	10
No. of Attacks	1
Range	19
Experience Points	750
Silver	184

MASTER MIRROR

The Frontier



Location

Ruin

Monster Stats

Hit Points	98
Attack	174
Defense	80
Agility	55
Wisdom	83
Magic Endurance	50
No. of Attacks	2
Range	18
Experience Points	742
Silver	140

DEVASTATOR

Monster Stats

Hit Points	279
Attack	228
Defense	100
Agility	30
Wisdom	160
Magic Endurance	10
No. of Attacks	2
Range	19
Experience Points	759
Silver	279

Location

Ruin

The Frontier

FLASH LORD

Monster Stats

Hit Points	185
Attack	225
Defense	50
Agility	64
Wisdom	36
Magic Endurance	50
No. of Attacks	1
Range	24
Experience Points	733
Silver	181

Location

Ruin

The Frontier

DEATH ARMOR

The Frontier

Location

Ancient Tomb

Monster Stats

Hit Points	315
Attack	216
Defense	60
Agility	58
Wisdom	65
Magic Endurance	70
No. of Attacks	1
Range	24
Experience Points	876
Silver	194

MAGIC MACHINE

The Frontier

Location

Ancient Tomb

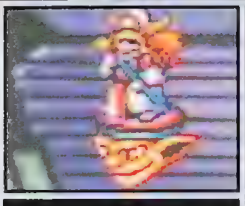
Monster Stats

Hit Points	315
Attack	239
Defense	80
Agility	60
Wisdom	150
Magic Endurance	60
No. of Attacks	2
Range	30
Experience Points	888
Silver	287

SOUL YANKER

Monster Stats

Hit Points	270
Attack	216
Defense	30
Agility	60
Wisdom	100
Magic Endurance	100
No. of Attacks	1
Range	30
Experience Points	863
Silver	141



Location

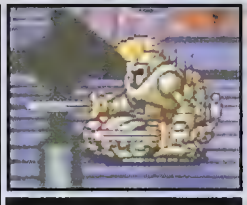
Ancient Tomb

The Frontier

TANK GOLEM

Monster Stats

Hit Points	360
Attack	288
Defense	60
Agility	53
Wisdom	90
Magic Endurance	60
No. of Attacks	1
Range	30
Experience Points	902
Silver	216



Location

Ancient Tomb

The Frontier

ARCHMAGE

The Frontier

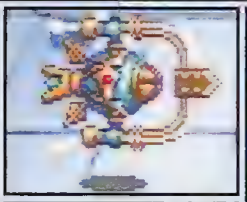
Location

Monster Stats

Hit Points	288
Attack	178
Defense	20
Agility	66
Wisdom	100
Magic Endurance	70
No. of Attacks	1
Range	30
Experience Points	906
Silver	211

ARROW FISH

The Frontier



Location

Monster Stats

Hit Points	243
Attack	219
Defense	80
Agility	60
Wisdom	60
Magic Endurance	80
No. of Attacks	2
Range	24
Experience Points	915
Silver	199

BLYZZER

Monster Stats

Hit Points	378
Attack	274
Defense	100
Agility	60
Wisdom	86
Magic Endurance	70
No. of Attacks	1
Range	24
Experience Points	932
Silver	230

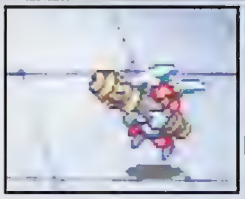
Location

The Frontier

BOMB ANGEL

Monster Stats

Hit Points	297
Attack	214
Defense	60
Agility	64
Wisdom	78
Magic Endurance	70
No. of Attacks	2
Range	30
Experience Points	923
Silver	288



Location

The Frontier

DEATH WARRIOR

The Frontier

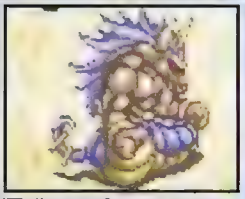
Location

Monster Stats

Hit Points	243
Attack	194
Defense	50
Agility	66
Wisdom	60
Magic Endurance	70
No. of Attacks	1
Range	30
Experience Points	1191
Silver	292

GADES

The Frontier



Location

Monster Stats

Hit Points	495
Attack	311
Defense	60
Agility	60
Wisdom	89
Magic Endurance	120
No. of Attacks	1
Range	19
Experience Points	1225
Silver	304

NECROMANCER

Monster Stats

Hit Points	297
Attack	274
Defense	110
Agility	56
Wisdom	70
Magic Endurance	100
No. of Attacks	1
Range	30
Experience Points	1208
Silver	208

Location

The Frontier

CANNON THUG

The Frontier

Location

Goddess Tower

Monster Stats

Hit Points	324
Attack	250
Defense	1
Agility	76
Wisdom	80
Magic Endurance	150
No. of Attacks	2
Range	21
Experience Points	1553
Silver	234

STONE CREEP

The Frontier

Location

Goddess Tower

Monster Stats

Hit Points	378
Attack	346
Defense	140
Agility	78
Wisdom	250
Magic Endurance	70
No. of Attacks	1
Range	20
Experience Points	1596
Silver	247

RING HORN

Monster Stats

Hit Points	250
Attack	332
Defense	80
Agility	65
Wisdom	80
Magic Endurance	120
No. of Attacks	1
Range	24
Experience Points	1191
Silver	225

Location

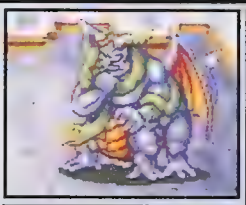
Goddess Tower

The Frontier

ULTRA FIEND

Monster Stats

Hit Points	599
Attack	144
Defense	150
Agility	60
Wisdom	100
Magic Endurance	200
No. of Attacks	2
Range	30
Experience Points	1984
Silver	450



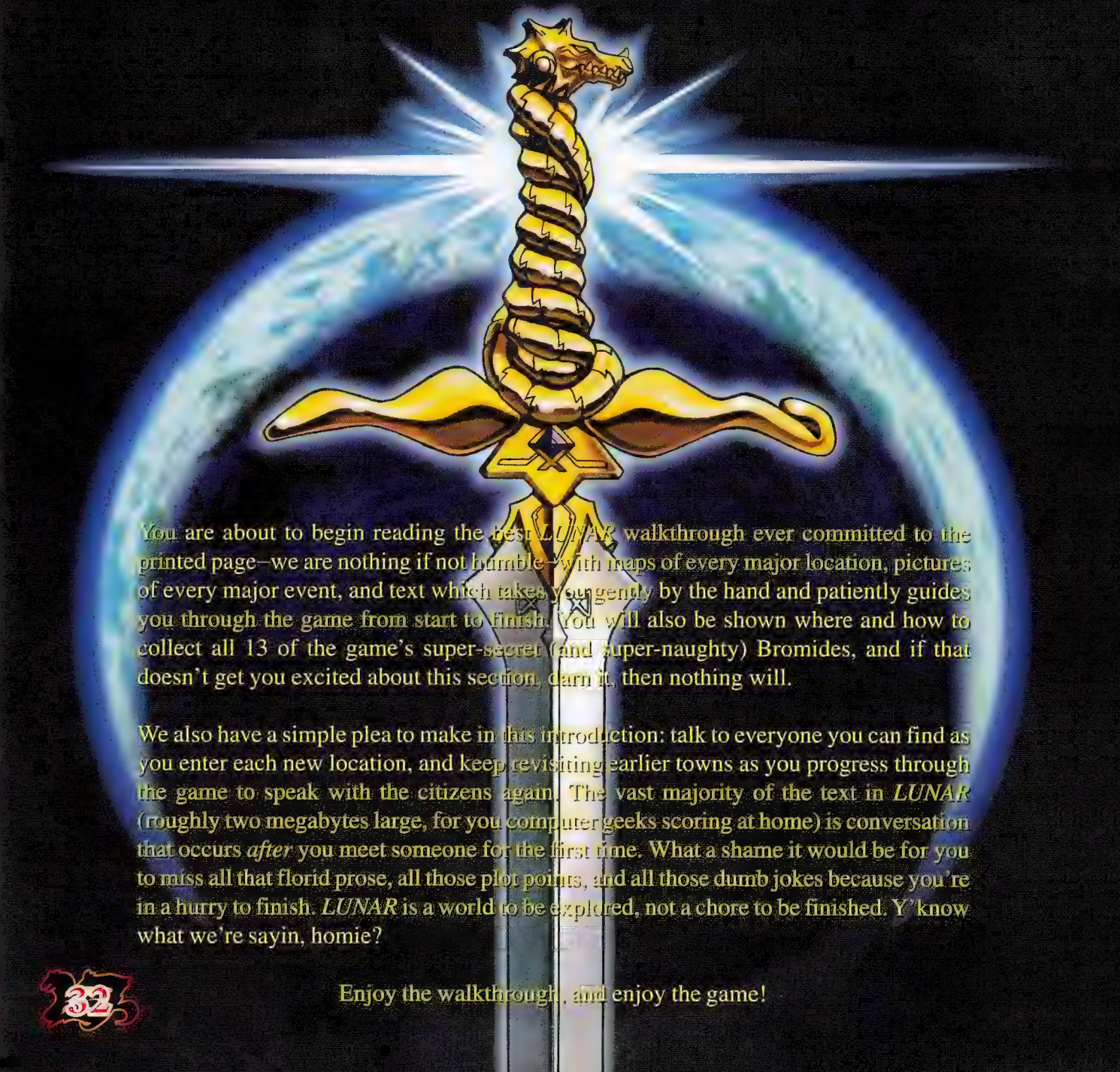
Location

Goddess Tower

The Frontier

LUNAR®
SILVER STAR STORY
COMPLETE

An Epic Adventure. A Timeless Romance. A Bitchin' Walkthrough.



You are about to begin reading the best *LUNAR* walkthrough ever committed to the printed page—we are nothing if not humble—with maps of every major location, pictures of every major event, and text which takes you gently by the hand and patiently guides you through the game from start to finish. You will also be shown where and how to collect all 13 of the game's super-secret (and super-naughty) Bromides, and if that doesn't get you excited about this section, darn it, then nothing will.

We also have a simple plea to make in this introduction: talk to everyone you can find as you enter each new location, and keep revisiting earlier towns as you progress through the game to speak with the citizens again. The vast majority of the text in *LUNAR* (roughly two megabytes large, for you computer geeks scoring at home) is conversation that occurs *after* you meet someone for the first time. What a shame it would be for you to miss all that florid prose, all those plot points, and all those dumb jokes because you're in a hurry to finish. *LUNAR* is a world to be explored, not a chore to be finished. Y'know what we're sayin, homie?

Enjoy the walkthrough, and enjoy the game!

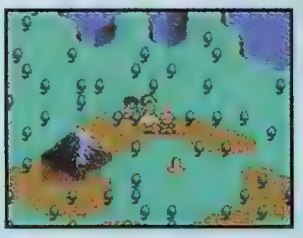
CALDOR ISLE

RETROCHECK A BLAST FROM THE PAST

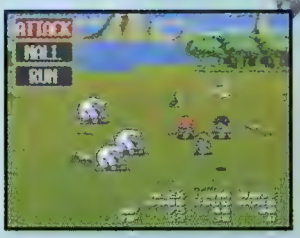
We're willing to bet at least fifteen cents that some of you are aware that *LUNAR: Silver Star Story COMPLETE* is a PlayStation® update of *LUNAR: The Silver Star*, which Working Designs released for the SEGA CD game system (may it rest in peace) way back in 1994. What you might not know is how *much* the game has been changed during the conversion process; not just the obvious upgrades to the graphics and sound, but major revisions to the gameplay and the storyline as well. We thought we'd shine a spotlight on some of these changes for historical perspective, and also 'cause it's just plain fun to reminisce. Here are three examples:

- In the SEGA CD version of *LUNAR*, there are small shrines dotting the overworld maps, which you can use to restore your HP or MP (depending on the type of shrine). In the PlayStation® version, the player heals up at one of Althena's statues (or at Althena's Shrine).
- In the SEGA CD version of *LUNAR*, monsters attack you on the overworld maps. In the PlayStation® version, monsters only attack you in dungeon areas.
- In the SEGA CD *LUNAR*, Alex's music-maker of choice is the harp. In the PlayStation® version, Alex prefers the soothing sound of the ocarina. (Link is preparing a lawsuit.)

Look for more flashbacks in the pages ahead...



◀ Fill me with your sweet lovin', small shrine!



▶ Monsters can (and will) strike at any moment in the old-school *LUNAR*.

◀ In a previous life, Alex preferred strings to woodwinds.

STORYCHECK A PRAYER FOR THE DEAD

◀ Nall notes the recent dramatic increase of seismic activity. Is Burg located on a fault line?

You (and when we write "you," we mean Alex, for in the world of *LUNAR*, he is you and you be he) start the game at the solemn memorial to the fallen Dragonmaster, located just north of Burg. Your moment of meditation with the deceased dude you idolize is swiftly shattered by the codependent Nall, who can't bear to be without your sweet love a moment longer. Awww, yeah! Nall also mentions that you're supposed to be making music with Luna. Awww, no! Leave the Monument and walk south; the ground shakes (for the third time in a week, Nall mentions) just before the approach of the adventure and donut-hungry Ramus. Your best buddy has heard tales of a diamond within the nearby White Dragon Cave, and he figures the two of you should retrieve it. Hey, it's either embark on a great adventure or get a summer job rolling burritos at Taco Hell. Not a tough choice, man. When Ramus splits, follow him into Burg.

ANIMECHECK ALEX AT THE MONUMENT

EXT. – DYNE'S MONUMENT

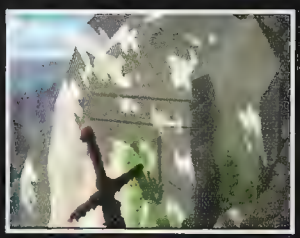
ALEX spins around to face NALL, who's flown up behind him.

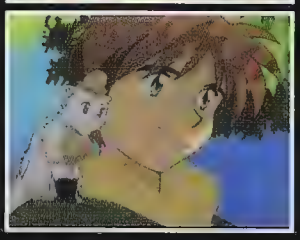
ALEX (mildly surprised)
Oh! Hello, Nall.

NALL (exasperated)
Alex, couldn't you hear me? I've been flying all over for the last half-hour calling for you! But, I should've known you'd be here.

ALEX (bemused)
Oh, Nall! Where else would I be?

The camera PANS upward, showing the whole of Dyne's Monument, as Nall lands on Alex's shoulder and reads the inscription:





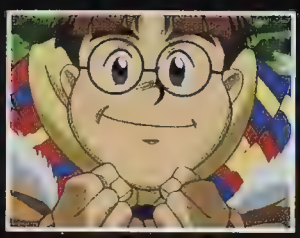
NALL (solemnly)
"In honor of the great Dragonmaster, Dyne."
(beat)
I know that Dyne was probably the greatest of the Four Heroes, Alex, but I'm amazed that you never get tired of coming to stare at his dull monument.
(quick beat)
Oh, shoot! I just remembered...we'd better meet Luna to practice singing. If we're late, she'll be upset....

ANIMECHECK RAMUS SHOWS HIS STRIPES

EXT. – DYNE'S MONUMENT

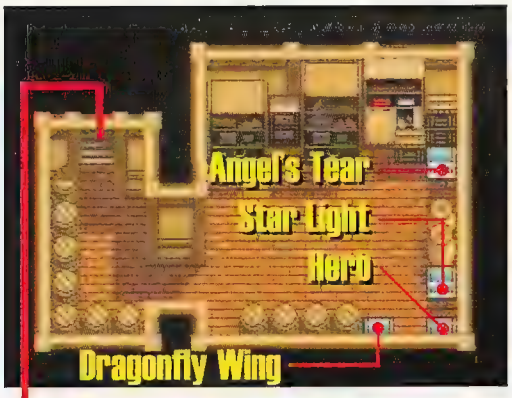
The entire scene is from Alex's POV as RAMUS talks to him in an extreme CLOSE-UP.

RAMUS (breathless)
Hey, Alex! I figured you might be here! Now that the warm weather has melted the ice near the dragon's cave, there isn't any time to waste getting started on our big adventure! If we hurry,



we may be able to sneak in without waking the dragon. Then we can get a fantastically huge diamond from its lair worth thousands and thousands of silver, making us filthy stinking rich and very popular in the process!

BURG VILLAGE



DYNE'S MONUMENT

ALEX'S HOUSE

BURG SPRINGS

RAMUS' HOUSE

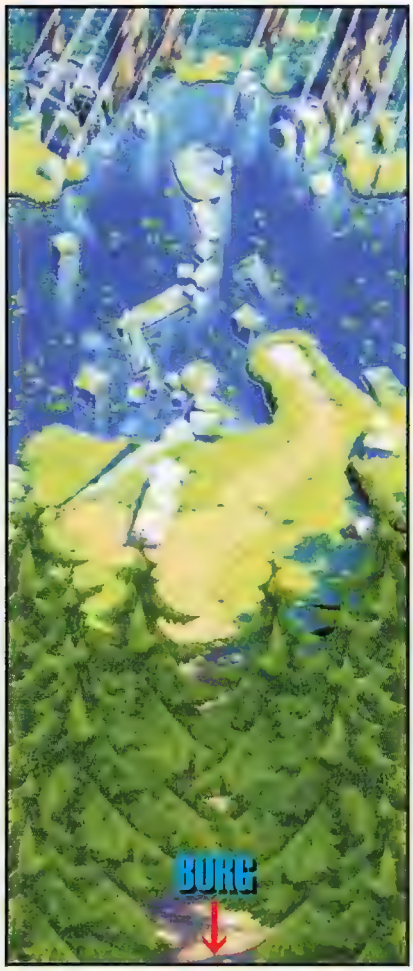
← CALDUR ISLE

ITEM SHOP

Herb	40s
Antidote	20s
Cleansing Water	60s

WEAPON SHOP

Short Sword	200s
Poison Darts	180s
Heavy Clothes	140s
Iron Armlet	60s
Wooden Shield	100s



STORYCHECK HAPPY HOMESTEAD

Visit your house in the northwest corner of Burg and talk to Mom and Dad. (Dad's name is Noah, but Mom's name is strangely never mentioned.) Mom mentions that Luna is waiting for you at the Burg Springs outside of town. Has she answered your booty call at last? Take the time to fondle Luna's possessions and check out the basement while you're here. You can't open the chests just yet, unfortunately.

▲ Ever the strict parent, Mom shoos Alex away to the Springs to toot his flute.

STORYCHECK FIND LUNA!

As you cross the bridge, Nall hears Luna at the Springs and taunts you for being so late. Well, since you're already in trouble, you might as well check on Ramus, whose house is to the west of Althena's statue. Unfortunately, he ain't ready yet, and won't be until you find Luna. (There's a reddish-orange chest in Ramus' room which is locked tight; you won't be able to open it, or any other locked chest, until considerably later in the quest.) Walk northeast past the watermill to Burg Springs.

▲ Ramus is too busy doing an inventory count of Ding-Dongs to leave just yet.

STORYCHECK MAKE SWEET MUSIC

Walk north to find Luna la-la-laing her heart out. You whip out your instrument to join her in a quick jam session. (When read with a dirty mind, the previous sentence is extremely naughty.) After your shocking confession that you're headed for the White Dragon Cave, and after a futile attempt to guilt-trip you into staying, Luna decides to come along and keep you out of trouble. She also suggests getting into those chests in the basement. Smart gal, that Luna. Leave the Springs and return to Burg as soon as your tiny legs will allow.

▲ When Luna gives you the stink-eye, you darn well better listen to her.

ANIMECHECK LUNA AT THE SPRINGS

EXT. – BURG SPRINGS

The camera PUSHES through a grove of trees and slowly approaches LUNA, who sits on a stone chair and sings ALTHENA'S THEME. Multiple CUTS to various PANS of the Springs as Luna sings. As the camera PANS onto Luna, Alex starts playing the Theme. Luna struggles to keep a straight face before giggling and turning to face Alex.

LUNA (smiling)

Alex. You're late again, silly. Were you whittling away the morning at Dyne's Monument again? Or were you planning more make-believe adventures with Ramus?

STORYCHECK EQUIP EVERYBODY!

Return to Alex's house and try to open any of the chests in the basement. Luna helpfully suggests (again) that you talk to your parents about them. Chat with Dad, who acknowledges that you're a big boy now, and hooks you up with a Dagger, Sling, and Flame Ring. He also grants you permission to open the basement chests, and even gives you directions to the White Dragon Cave. (If he would give you the keys to the car, he'd be the coolest dad ever.) Go down to the basement and open the locked boxes for fun stuff.

▲ "Now, Alex, promise me that you won't run around the house with this...you could put your eye out!"

▲ A Dragonfly Wing and other things are all yours once Dad gives the okay to crack open the chests.

STORYCHECK VISIT THE WEAPON SHOP

Go to the Weapon Shop (which wasn't open for business until this point) and get ready for a choice. If you sell the Angel's Tear and Star Light you got from the chests—and you most likely aren't gonna need 'em—you'll have 800s, enough to buy one of every item and still have enough left over for a few Herbs at the Item Shop. If you wisely go for the trade-in, remember to sell your now-useless stuff—Dagger, Sling, Peasant Clothes—and don't forget to equip your bevy of new purchases.

▲ Sell off the Angel's Tear and the Star Light for big bucks and better equipment.

STORYCHECK TOUR THE TOWN

After you've equipped Alex and Luna with their swank new stuff, go to the village entrance and talk to Ramus until he joins you. At this point, you could head straight for the White Dragon Cave, but why not relax and talk to the kind folks of Burg before you leave? Among the more interesting people you can speak with:

★ The blue-haired boy in the southeast corner of the village, who asks Luna to sing. (Oblige the youth's request for a lovely *a capella* rendition of Althena's Theme.)

★ The grumpy guy on the second floor of the weapon shop, who wants his 30s back after being conned by Ramus. (Yes, this subtracts 30s from your total, but it's funny.)

▲ The child clawed his ears out after Luna began singing "My Heart Will Go On."

★ The kids on the second floor of the house closest to the village entrance. Both of them think they're magicians, but only the boy's spells have real effects.

★ The chickens. Make sure to "speak" to them twice.

What we're trying to say is, talk to everyone when you reach each new location. You'll laugh, you'll cry, and you'll learn a heckuva lot more about the wonderful world of *LUNAR*.

BUT WE DIGRESS!

Most of the locations in the game have a few unusual items to examine; they don't have any effect on the quest, but they're amusing and rewarding just the same. For example, here are some items you can (and should) scope out in Burg:

★ Luna's bed, dresser, and stuffed bear (all on the first floor of Alex's house).

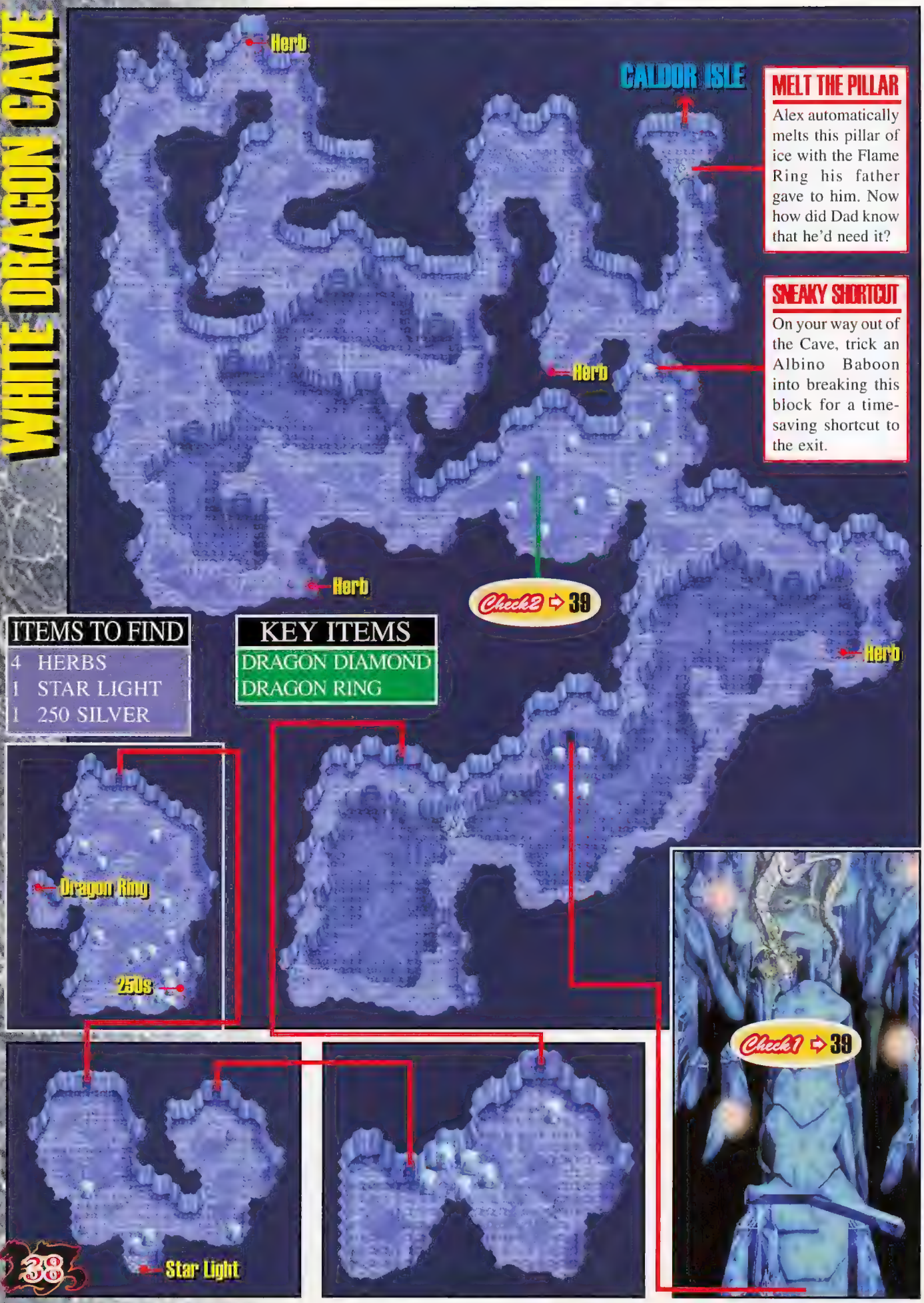
★ The cozy fireplace (also on the first floor of Alex's house).

★ The junk-filled shelves (in the basement of Alex's house).

★ The milk-making moo-cow (in the barn next to Alex's house).

★ Ramus' dresser (on the second floor of Ramus' house).

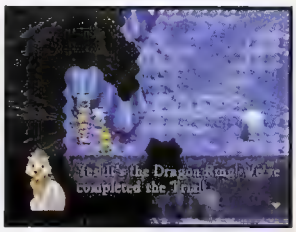
WHITE DRAGON CAVE


Herb
CALDOR ISLE
MELT THE PILLAR
Alex automatically melts this pillar of ice with the Flame Ring his father gave to him. Now how did Dad know that he'd need it?
SNEAKY SHORTCUT
On your way out of the Cave, trick an Albino Baboon into breaking this block for a time-saving shortcut to the exit.
Herb
Herb
Check2 ⇨ 39
Herb
ITEMS TO FIND
4 HERBS
1 STAR LIGHT
1 250 SILVER
KEY ITEMS
DRAGON DIAMOND
DRAGON RING
Dragon Ring
250s
Check1 ⇨ 39
Star Light

Check1 ➪ THE DRAGON'S WHITE, AND THAT'S ALRIGHT

After Ramus' very silly attempt to con a Dragon Diamond out of Quark, the very wise and very old beast sends you into the dark depths of the Cave to fetch the Dragon Ring, and heals your party before doing so. Return the jewelry to him and you're given the Diamond, causing Ramus to void his bladder with glee; you're also given a second healing for the trip back to Burg.

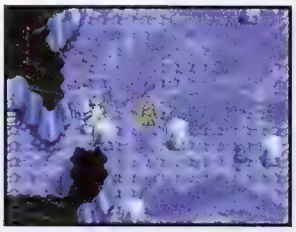
▲ Ramus is definitely not a master of negotiation.



▲ Does this mean Alex and Quark are engaged?

Check2 ➪ WHEN BABOONS ATTACK!

The Albino Baboons (or whatever term for "large, hairy creature" you prefer: Abominable Snowman, Sasquatch, Ed Asner) are strong enough to smash through the ice chunks that block the way to certain areas and chests, including the lock-box with the Dragon Ring inside. The catch is that you have to provoke the short-tempered beasts into charging at you. Approach a Baboon until it growls, then scurry behind (or near) the block you want removed, and revel in the wanton destruction of frozen water. If you foolishly kill a Baboon before he breaks the blocks, simply exit the area and return to find a new Baboon.



ANIMECHECK QUARK AWAKENS

INT. – QUARK'S LAIR

A voice ECHOES through the darkness.

QUARK (angry)

Who has awakened me from my deep slumber?

Quark opens his GLOWING WHITE EYES as the cave slowly illuminates. Quark stretches his wings to their full span and roars like thunder as ice cracks and crumbles beneath his claws. After a moment, he gazes down at his visitors

and lets out a barely audible "Hmmm?" He bends his enormous neck downward and sniffs Alex and his friends before speaking.

QUARK (curious)

My friends, you are the first adventurers to visit me in a long time. I am Quark, patriarch of the Dragon Tribe. You have journeyed far, and now you have arrived at my lair. It is a journey few have survived. Your mission must be urgent.

STORYCHECK SECRETS AND LIES

As you return to Burg, Ramus gloats about the Diamond and Nall groans from exhaustion. Walk up to the statue of Althena and press the ⊗ button to heal the party. (This little sequence is here to enlighten you on the purpose of the statues, if you didn't already know.) Try to sell the Diamond at the Item Shop; the owner can't afford to take the precious jewel off your hands, but he and several other Burgians suggest you try the port of Meribia. Leave the Shop and Luna suggests you go home. As you cross the bridge, Ramus decides that you and he need a little privacy. After Luna goes home, Ramus convinces you to come with him to Meribia—and *not* to tell the ball and chain about your plans. When you're ready to rock and roll, walk west out of Burg and into the Weird Woods.

▲ The statue of Althena works even if you don't have health insurance.

▲ The foul peasants of Burg can't afford to purchase the Diamond. Figures.

◀ Ramus explains how the female mind works...and he's absolutely right.

WEIRD WOODS

RETROCHECK

LAIKE AND THE LOGGER

◀ Laike almost manages to make a lime-green beret look good.

▶ The logger rejoices as you return his axe.

▶ In both the SEGA CD and PlayStation® versions of *LUNAR*, you meet Laike in the Weird Woods–but in the SEGA CD encounter, it's just a quick meet-and-greet before he takes off. He doesn't help you fight any monsters, and he doesn't camp out with you. How rude.

▶ In the PlayStation® *LUNAR*, the only thing between you and Saith is the Weird Woods. In the SEGA CD *LUNAR*, it's a broken bridge which can only be repaired by a logger, who needs his axe–and that happens to be inside a shed in the Weird Woods.

▶ In the PlayStation® *LUNAR*, Ramus is terrified of the Weird Woods, and even runs out of them at one point. In the SEGA CD *LUNAR*, it's Nall who's afraid of the Woods–Ramus is back in Burg, asking his dad for permission to leave for Meribia.

Check1 ⇨

LARGE GUT, NO GUTS

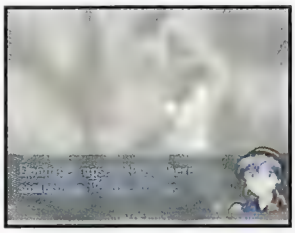
The first time you explore the Weird Woods, Ramus reveals his shameful lack of boy parts by getting more and more frightened as you trudge deeper into the fog, eventually running back to Burg with his undies around his ankles. You have to return with Luna before you can travel through the Woods.

◀ Either Ramus just broke wind or he's afraid of the Weird Woods. (Pray it's the latter.)

Check2 ⇨

SINGING IN THE FOG

After you run out of the Woods, you can't come back until Luna rejoins your party. As you re-enter, she sings a song which clears away the fog. If only clearing up Ramus' rump acne was so simple...

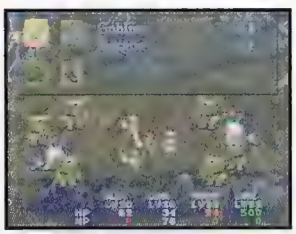


◀ Not even Luna understands how her powerful pipes manage to make the haze go bye-bye.

Check3 ⇨

KICKIN' BUTT AND TAKIN' NAMES

▲ The bearded beret-wearer offers his assistance.



▲ Eek! Monsters!

In a large clearing near the end of the Woods, you're surrounded and attacked by a large group of beasts. Just before they strike, a chortling middle-aged man arrives and offers to help you kill the critters. If you turn him down, you fight an army of six Goblins and two Gorgons. Turn him down a second time and you fight another wave of six Goblins and two Gorgons. (Keep in mind that you don't get a pause to heal up between battles; all you can do is reply to the middle-aged man.) Just say no a *third* time and you fight a *third* wave of Goblins & Gorgons. All three of these fights are much easier to win if Alex and Luna are at Level 10; Alex uses the Explosion Staff attack (especially effective when all the monsters crowd into the middle of the screen), and Luna uses the Tranquil Song to heal everyone at once. If you agree to let the man help you, he squishes the monsters like roaches under his heel: he's at Level 99, with 500 HP (!), and can slay three enemies in a single round of combat. Luna gives you a scolding if you accept the man's help, but you gain plenty of experience if you fight without it, so here's a good compromise: make it through the first two battles by yourself, then accept the man's help for the third battle. You get the XP for all three fights *and* make Luna grumpy.

ANIMECHECK

LAIKE'S INTRODUCTION

EXT. – WEIRD WOODS

The camera PANS upward from LAIKE's feet to his head. Laike dramatically SWEEPS his cape in front of him, and the camera shifts to a CLOSE-UP of Laike's head and shoulders.

LAIKE (breathless)

What a hapless bunch you are! You're lucky I happened to come along when I did! Didn't you know that these woods were ridiculously dangerous for ordinary travelers? Are you lost? Or out for a picnic?

(beat as Alex silently responds)

What?! An adventure?

Laike begins to laugh—slowly at first, then with an increasingly maniacal tone. The screen FADES OUT as Laike continues to cackle.

STORYCHECK APOLOGY ACCEPTED

After Ramus scurries out of the Woods, return to Burg and walk back to your house. Ramus splits up with you at the bridge, and after an all-too-brief moment of humility, agrees to try and get through the Woods in the morning. Enter the homestead and talk to Luna; Nall accidentally spills the beans and severely annoys your gal pal. Talk to Dad about your travel plans; he suggests you make up with Luna. Talk to Mom and tell her "I'm sorry…my mind is made up." (or the other one—it doesn't matter) to receive a very cool 1000s. Of course, this means you don't get an allowance again until you're 35, but hey. Speak to Luna again and apologize for your lies. Now she's coming with you to Meribia! Say your goodbyes to Mom (speak to her twice for a good laugh) and Dad to automatically hit the sack.

◀ Mom gives her little boy every penny she has. What a sucker!

▶ After you beg, grovel, and offer to bake her some cookies, Luna finds it in her heart to forgive you.

STORYCHECK DREAMS AND DOUBTS

In the middle of the night, Luna has a disturbing dream, wakes up, and wallows in self-doubt. (Chicks…not only don't guys understand them, they don't even understand *themselves*.) She then hears soft music in the distance and walks to Dyne's Monument to find Alex blowing a happy little tune. Nothing relieves stress like playing with your flute, let me tell ya. After an innuendo-filled (no, not really) conversation, Luna returns home and Alex goes back to his haunting music instead of making the moves on Luna and giving her the comfort she desires. Sigh.

▲ You can tell this is Luna's dream and not Alex's because there's no one wearing spandex in it.

▲ Luna and Alex discuss her fears of leaving Burg for the big city. Then they get naked. (No, not really.)

STORYCHECK CONFUSED CROONER

After Alex and Luna wake up and appear outside the house, talk to Alex's parents, then walk to the village entrance and talk to Ramus. Return to the Weird Woods, where Luna busts out a selection of phat tunage to clear away the fog. Everyone's extremely impressed—except for Luna, who doesn't know how her voice was able to do it. The mystery deepens, the plot thickens, and Ramus gets embarrassingly excited about it all.

▲ Puberty has not been kind to Luna's mental state…

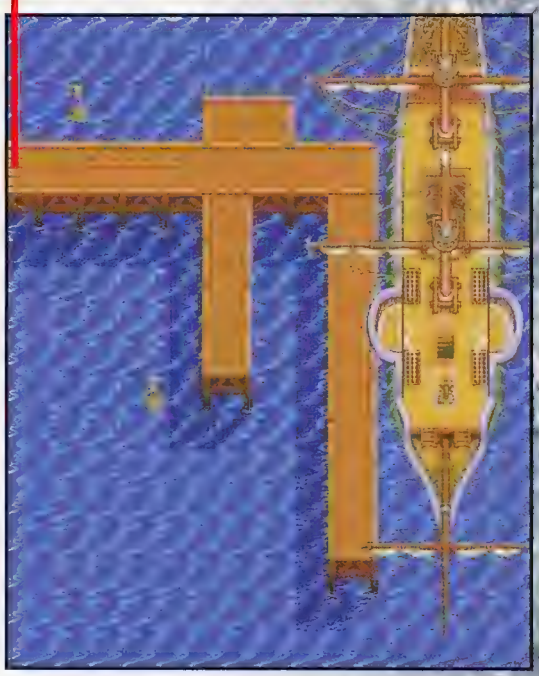
STORYCHECK WEIRD GUY IN THE WEIRD WOODS

As you approach the west exit of the Weird Woods, you'll meet (and most likely fight alongside) a thickly bearded and easily amused adventurer named Laike, who bonds with all y'all in front of a toasty fire, and learns about Alex's ambitions to become a Dragonmaster. But when you wake up in the morning, Laike is gone, and he's taken his old whiff with him. (If you needed his help in battle, Luna scolds you at this point.) Continue through the Woods and on to Saith.

▲ "...and it'll also give you a serious case of the munchies! Ho, ho, ho!"

WEAPON SHOP

Long Sword	360s
Small Bow	320s
Leather Clothes	200s
Leather Armor	260s
Herb	40s
Antidote	20s



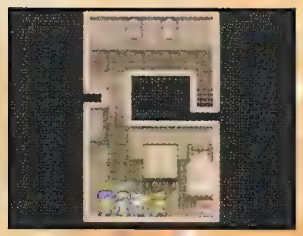
BUT WE DIGRESS!

☆ The wishing well (next to the statue of Althena).
☆ The poster (on the wall next to the harbormaster).
☆ The weather report (next to the Captain).
☆ The jug of booze (in the northeast corner of the bar).
☆ The bookshelf (inside the northwest house).
☆ The bed (on the second floor of the northeast house, next to the blonde kid).

STORYCHECK TALKING IS FUN

Walk around the town you've worked so hard to reach and speak to the citizenry. Of particular interest is the old man residing on the second story of a house on the west side of Saith; he tells you all about the Four Heroes. There are also a couple of harlots who throw themselves at Alex, and a house in the southwest corner with a locked chest. You'll be back to open it. Oh, yes, you'll be back.

▲ No, but we do know when we're about to read several plot points.



▲ This locked chest pulls your pants down and gleefully taunts you.

STORYCHECK CAPTAIN CHOWDERHEAD

Enter the dockhouse at the south end of town (conveniently located next to the ocean) and talk to the Captain of the Hispaniola, a ship which routinely sails between Saith and Meribia. The Captain has done a very bad thing: he gambled away the Sea Chart he needs to find his way across the ocean. (If he were a *real* captain, he'd just use the stars to navigate. Bah.) Talk to the harbormaster next; he thinks you can find Brett, the guy who won the Chart, at the nearby drinking establishment.

▲ The Captain doesn't have the prized Sea Chart, but he won't tell you what happened to it.

▲ The harbormaster, however, has no problem telling you about the Captain's utter stupidity.

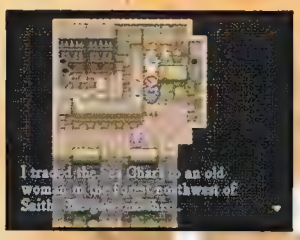
STORYCHECK BEAT BRETT BAD

After talking to the Captain and harbormaster, go to the bar (found just north of the dockhouse). Sho'nuff, the infamous Brett is gloating from his cozy seat in the northeast corner. Chat with the shifty fellow and agree to gamble by saying "I reckon we will." The grizzled gambler chooses to engage you in a dramatic game of...coin-flipping. Brett will beat you twice, no matter what you choose, and win 100s from you each time. After the second loss, Ramus deduces that Brett is cheating, and asks to challenge him again...with a twist. Talk to the gloating Brett a second time and Ramus offers up the Diamond as a bet, then shoves Brett away from the coin and righteously busts him. The humiliated gambler (who loses his accent along with the bet) gives you back your Diamond and 200s. Talk to him a third time and he confesses that he traded the Chart to an old woman in the forest northwest of Saith. He hands over the Fortune Cane and suggests you try trading it back for the Chart. After giving Brett a few much-deserved crotch-kicks, visit the Saith Weapon Shop and upgrade your equipment, then leave town and hike northwest to the Old Hag's Forest. Unless you're ready for a detour...

▲ You can't get the Chart until you accept Brett's coin-flipping challenge...

▲ ...but he'll win both contests no matter what you choose, 'cause he cheats.

▲ Ramus deservedly gloats over his triumph after Brett is busted...



▲ ...but you find out that the Sea Chart is in the hands of an old witch.

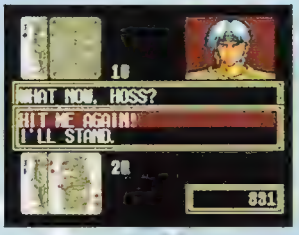
STORYCHECK LAIKE MEDITATES

If you travel back to Burg after beating Brett, and before trading with the Old Hag, you'll find Laike enjoying the view from Dyne's Monument. Talk to the old dude and he declares that he knew Dragonmaster Dyne back in the day. Alex is no doubt seething with jealousy.

◀ "Yes, Alex, I remember how Dyne and me used to play cribbage together every Tuesday...."

RETROCHECK BLACKJACK BRETT

▶ Oh, sure, he seems like a friendly dude now...



▶ ...but he's only happy when he's emptying your pockets.

▶ In the PlayStation® version of *LUNAR*, the dirty dealings of Brett the gambler play a crucial role in Alex's journey from Saith to Meribia. In the SEGA CD version of *LUNAR*, Brett makes a cameo appearance—but it's an interesting cameo.

▶ He's located at the bottom of the Meribian Sewers, guarding the chests in the area which can only be reached from Mel's Mansion. Speak to Brett and he offers to gamble with you. Unlike the PlayStation® version's Brett, who challenges you to call coinflips (whoop-ti-doo), the SEGA CD Brett challenges you to a *real* gambling game: blackjack. You can bet anywhere from 10s to 100s per hand (in multiples of 10), but you can only hit or stand; no splitting pairs or doubling down. If you try to quit gambling while you're ahead, Brett challenges you to a final hand, and if you agree, he cheats to make sure he wins.

VOICES I

YOUICHI MIYAJI: CEO, GAME ARTS, INC.

Q. Why did you decide to remake LUNAR?

A. After we made LUNAR II, we talked about remaking LUNAR with the richer expression of texture now available. The SEGA CD version was less refined compared to the others. There were more things we could do. The biggest thing is, we can manipulate the screen images freely as well as voice. In the past, the animation screen image was not handled very well by the SEGA CD. The PlayStation is still not perfect yet, but we can handle the animation pretty well now. Because of this, our artistic expressive abilities have improved quite a bit.

Q. Why did you join with other Japanese development groups (Sting, Treasure, etc.) to form the publishing company ESP, which published LUNAR: SSSC in Japan?

A. Game making costs a lot of money. It requires talented people. Before we made LUNAR, it took about ten of us to make the games we liked. Once we began making LUNAR, 30 to 40 people were required, and now we have involved over 300 people. To maintain a good work environment for game creation, we needed to divide the function of publisher and developer. We couldn't become a subsidiary of some other company. There are many other companies like Game Arts, so together we established ESP to collect funds and do marketing.

Q. What's your greatest concern when one of your games is translated for the U.S. market?

A. The dialog. The only English I know is the English I learned at school, so I cannot tell if the minor nuances come through or not. Japanese and English are basically very different in terms of the way of thinking. Even in Japanese, we are very sensitive about the wording we use; we rewrite many, many times. Language is very much alive. One word in a scenario can move people's hearts. There were many great games brought from America to Japan, but because of poor translations, they didn't do well. Therefore, we need a translator who is a genius.

OLD HAG'S FOREST

BASEMENT O' LAUGHS

Peek at the cauldron and the bookshelf for amusing discoveries.

POSTPONE PUNISHMENT

Don't spend too much time fighting the monsters on your way to the Old Hag's House, because you'll find it easier to beat them on the way back, after you've acquired something...or should we say, someone? (Foreshadowing is the Batarang in the utility belt of every hack writer.)

ITEMS TO FIND

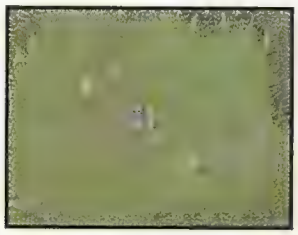
3 HERBS
1 STAR LIGHT
1 400 SILVER

Check1

BOOBY-TRAPPED CHESTS!

The Forest is the first time in the game you'll encounter booby-trapped treasure chests; in this case, opening a trapped chest summons one or two groups of three Killer Flies into the Forest. Of course, you might want to intentionally open the chests to fight mo' critters and build mo' experience points.

▲ What could be inside? A big pile of money or a chewy caramel center?



▲ Actually, it's a swarm of flies. The words "total bummer" come to mind.

Check2

TRAPPED LIKE A (MAGIC-USING) RAT

On the way to the Old Hag's abode, you find someone caught in one of the primitive traps on the pathway. Liberate the prisoner and he fills you in on his personal deets: his name is Nash, and he's a third-year disciple of the University of Vane with slightly chauvinist tendencies. Check out his inventory to find **Mia's Bromide 1**, a pretty picture of Nash's non-girlfriend. (This is the first of several Bromides in the game—and they only get better, we type with a lecherous grin.)

▲ What could be inside? A rude magician with a hairstyle the lawyers of Bob's Big Boy will be very interested in seeing.

▲ Raid Nash's inventory for the first of *LUNAR*'s hard-to-find but *very*-worth-the-effort pictures of scantily-clad women, also known as Bromides.

Check3

HOWDY, HAG

The Old Hag is waiting for you on the second floor of her humble home, but she doesn't want the Fortune Cane; she wants the Water Cane that Nash is holding. Ramus can't convince him to trade it for the Chart (although you should have him try anyway for fun); fortunately, Luna is more than persuasive enough. If, after receiving the Chart, you talk to the Hag three more times, she takes the Fortune Cane. No good deed goes unpunished!

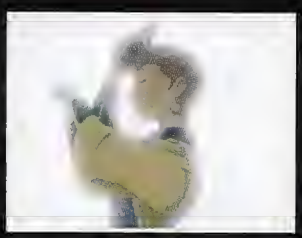
▲ We cut the cannibal joke for this caption because it was in poor taste. (Heh.)

▲ Nash cannot say no to a beautiful woman. Get a backbone, man! I mean, really!

ANIMECHECK NASH AND HIS HAIR

EXT. – OLD HAG'S FOREST

The scene starts with a CLOSE-UP of NASH's hand. He spins a comb with breathtaking speed and stops it just as quickly. CUT to a shot of Nash as he lovingly combs his hair into an impossibly vertical formation. CUT to a CLOSE-UP of his hand as he spins the comb again and stores it inside his outfit. CUT to a CLOSE-UP of the back of Nash's head.



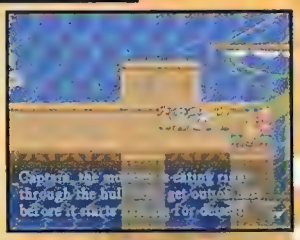
NASH (condescending)

Hey there, kiddies! My name's Nash! I'm a Level 3 apprentice from the famous Magic City of Vane that floats around the Goddess Tower. The area around the Sea Hag's house can be a little tricky, so be sure to watch your step around here, okay?

STORYCHECK SEE MONSTER?

Return to Saith after acquiring the Sea Chart; as you enter town, Luna notices how busy everyone seems to be. Return to the dockhouse and chit-chat with the captain, who has another slight problem to share with you: a monster from the briny deep is eating his ship. Talk to him again and say "Yes, we are." to be escorted to the Hispaniola, whereupon the Captain and his crew run away like weenies. You can save the game just before walking onto the ship, or even return to Saith if you've lost your nerve (wussy). Make sure everyone in the party is at Level 9 or above (building experience in the Old Hag's Forest) before you confront the critter; anything less and the monster will most likely beat you like a redheaded stepchild. If you have Herbs and/or Star Lights you want to use in battle, give them to Ramus now. Also make sure you have at least a few thousand silver in the bank, as you'll be making an important purchase very soon.

◀ The Captain shares his latest personal crisis as you return to Saith.



▶ You will quickly realize that the Captain and his foofy crew won't be helping you out.

STORYCHECK BEAT THE SALINE SLIMER!

LUNAR uses a unique system to determine the strength of each boss: most of its stats are based upon Alex's current experience level. This means you get a challenging battle every time, and it also means excessive powering-up won't do much to help you. (The good news: the game rounds down to 50 when figuring out the boss stats. The bad news: it's very hard to power up past Level 50.)

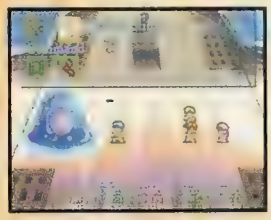
Boss Stats

Hit Points	80xAL
Attack	2xAL
Defense	1xAL
Agility	1xAL
Wisdom	1xAL
Magic Endurance	1xAL
No. of Attacks	2
Range	40
Experience Points	150
Silver	0

AL = Alex's current level

Since the party doesn't have many spells yet, you don't have many options in this very first boss battle. **Alex** should use a regular attack in the first round (before Luna has blessed him with the Cascade Song), then the Sword Dance until he runs out of MP, then back to the regular attack (or use a Star Light). You should also have Alex cast Vigor if he's at Level 12 or higher. **Luna's** choices are slightly trickier, since she has five songs to choose from. For the first round, she should cast the stat-boosting Cascade Song on Alex. After that, it depends on the current situation. If only one character is really low in HP, use the Healing Song; if everyone's hurting, use the Tranquil Song; if everyone's healthy, have her attack. **Nash** should cast Thunder Magic over and over. **Ramus** should attack and use items as needed. How the battle goes depends a lot on what the Slimer attacks you with. If it sticks to slaps and Gelatin Breath, you can defeat it with your party at Level 11; if it attacks early and often with Mucus, you need higher levels and/or considerable luck to win. There's another giant factor involved: the Slimer heals almost 100 HP of damage at the end of each turn! This means Alex's Sword Dance is the only attack strong enough to do more damage than the Slimer can heal. Which also means that if Alex is trapped by Mucus, you're screwed, dude.

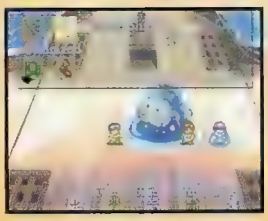
Attack 1 When the Slimer is doing backward somersaults inside the sticky stuff, it's preparing to deal two low-damage slaps to one character.



◀ A somersaulting Slimer can mean only one thing...

◀ ...one of your party members will suffer several saline slaps.

Attack 2 When the Slimer is simply sloshing up and down, it's going to attack with **Gelatin Breath**, an explosive spitwad which does serious damage to one character.

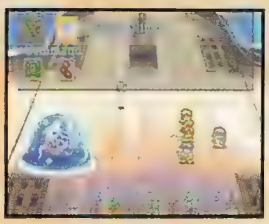


◀ When the Slimer floats peacefully inside his briny bubble...

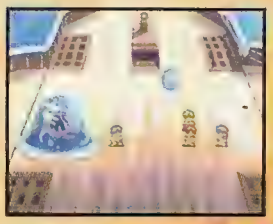
◀ ...he's preparing to hock a saltwater loogie at one of you.

STORYCHECK BEAT THE SALINE SLIMER! (CONT.)

Attack 3 When the Slimer is tilted upward inside the saline solution, it's about to unleash **Mucus**. One unfortunate character is bound inside a bubble of bile for several rounds, and can't be freed with spells; he just has to wiggle around until he eventually breaks free. When one character is bound, it's bad; when two are bound, it's usually fatal.



◀ A smilin' Slimer (nice teef, by the way) can mean only one thing...

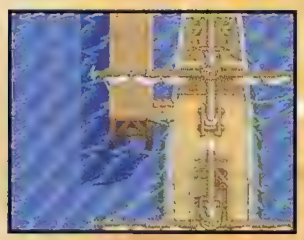


◀ ...a disgusting dunk in a big bubble of Mucus.

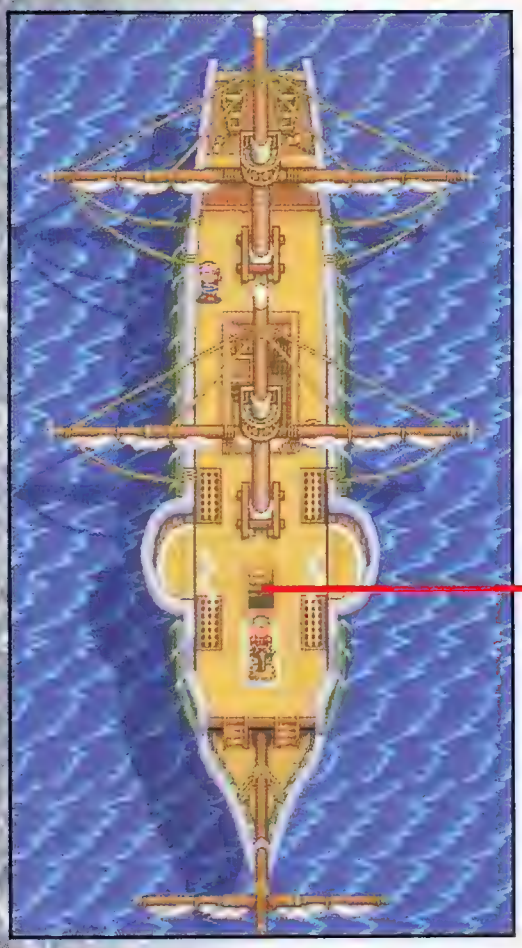
STORYCHECK LUNA'S LAST-MINUTE DECISION

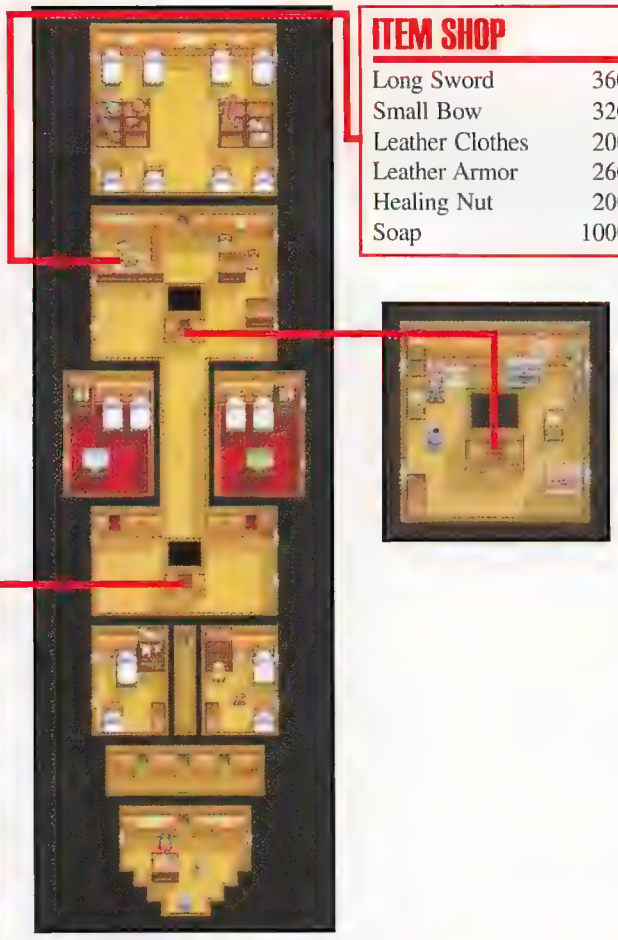
Having vanquished the Slimer and saved the ship, you hand over the Sea Chart and win a free trip to Meribia. When you get control of Alex, walk south and talk to Luna for a dose of heavy drama: she decides to stay behind and return to Burg. The screen fades out and fades in again to show Alex, Nall, and Nash setting sail the next morning. But as the Hispaniola starts to move, Luna changes her mind and decides to come along after all. She leaps across to the ship and is dragged aboard by Alex, who dislocates his shoulder in the process. What he won't do for this gal, huh?

▲ After careful consideration, Luna decides to diss Alex and return home. Uh, sure, okay, fine.



▲ Then she decides to come along to Meribia instead. Reunited, and it feels so good!





ITEM SHOP	
Long Sword	360s
Small Bow	320s
Leather Clothes	200s
Leather Armor	260s
Healing Nut	200s
Soap	1000s

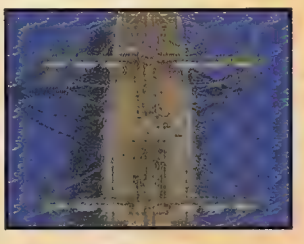
STORYCHECK SOAP AND SONG

Talk to the various seamen throughout the ship, taking particular care not to miss the Captain (below deck, at the south end) and Brett (up the north stairs). Also buy four bars of Soap from the Hispaniola Souvenir Shop–at 1000s a pop, these suckers better be *packed* with moisturizing cream. (The Soap will pay off big in the long run, and we don't just mean the hygienic benefits.) Talk to Ramus and Nash about what awaits in Meribia, then walk north into the sleeping quarters and try speaking to Luna, who's thinking dirty thoughts about Alex. (If you talk to Luna *before* Ramus and Nash, you catch an extra one of her thoughts, but you have to talk to her again *after* Ramus and Nash to trigger the "sleep" event.)

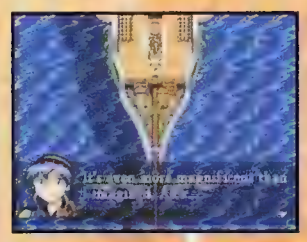
When Luna complains of feeling ill, you all hit the sack. Alas, you only experience a few precious moments of REM before Alex and Nall wake up to find an empty bed drenched in Luna's sleep-drool. Walk up to the deck to experience what we humbly consider one of the most magical moments in RPG history. The next morning, chat with everyone on the ship, buy the Soap if you haven't already, and walk onto the Hispaniola's bow to witness your arrival in Meribia.

▲ While the Soap makes one clean, the purposes for which *we* want it are quite dirty. Oh, the sweet irony.

▲ Luna silently confesses to lust in her heart.



▲ Shortly after this screenshot was taken, Luna jumped from the mast and made it onto the Fox TV show *The World's Friggin' Craziest Videos*.



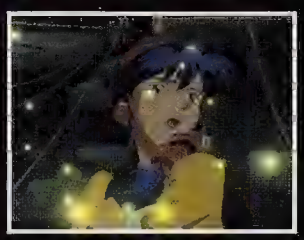
▲ "Well, thank you, Luna, but I thought you were looking at Meribia..."

ANIMECHECK ON THE BOAT

EXT. – HISPANIOLA

ALEX and NALL walk into frame, mouths slightly agape as they look up at LUNA, who stands on the ledge at the top of the mast. CUT to a CLOSE-UP of the BLUE STAR, then PAN downward to Luna, who is surrounded by a swarm of fireflies. She reaches out and clasps one of them in her palm. After several thoughtful moments, she begins to sing:

Wishing on a dream that seems far off
Hoping it will come today
Into the starlit night
Foolish dreamers turn their gaze
Waiting on a shooting star



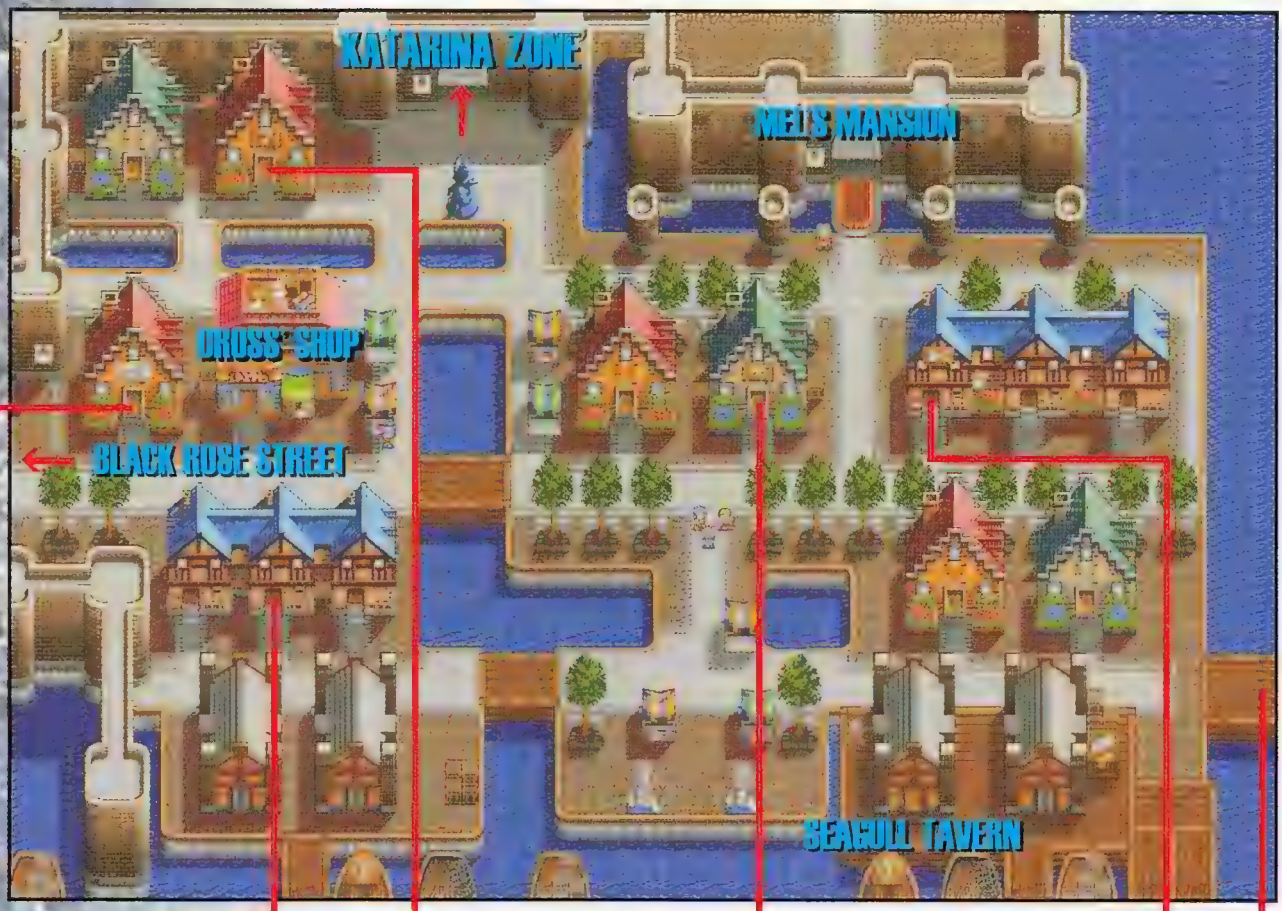
But what if that star is not to come?
Will their dreams fade to nothing?
When the horizon darkens most
We all need to believe there is hope
Is an angel watching closely over me?
Can there be a guiding light I've yet to see?
I know my heart should guide me but
There's a hole within my soul
What will fill this emptiness inside of me?
Am I to be satisfied without knowing?
I wish then for a chance to see
Now all I need (desperately)
Is my star to come.

ANIMECHECK ARRIVAL IN MERIBIA

EXT. – HISPANIOLA

The entire scene is from Alex's POV as he looks from the bow of the HISPANIOLA at the port city of MERIBIA, which sprawls all the way across his constantly rocking field of vision.

NALL (excited)
Look, Alex! Look at all the ships, and the huge town! Meribia is even more splendid than I imagined!



ARMOR SHOP

Leather Armor	260s
Iron Armor	480s
Wooden Shield	100s
Iron Shield	360s
Headband	160s
Iron Helmet	260s

WEAPON SHOP 1

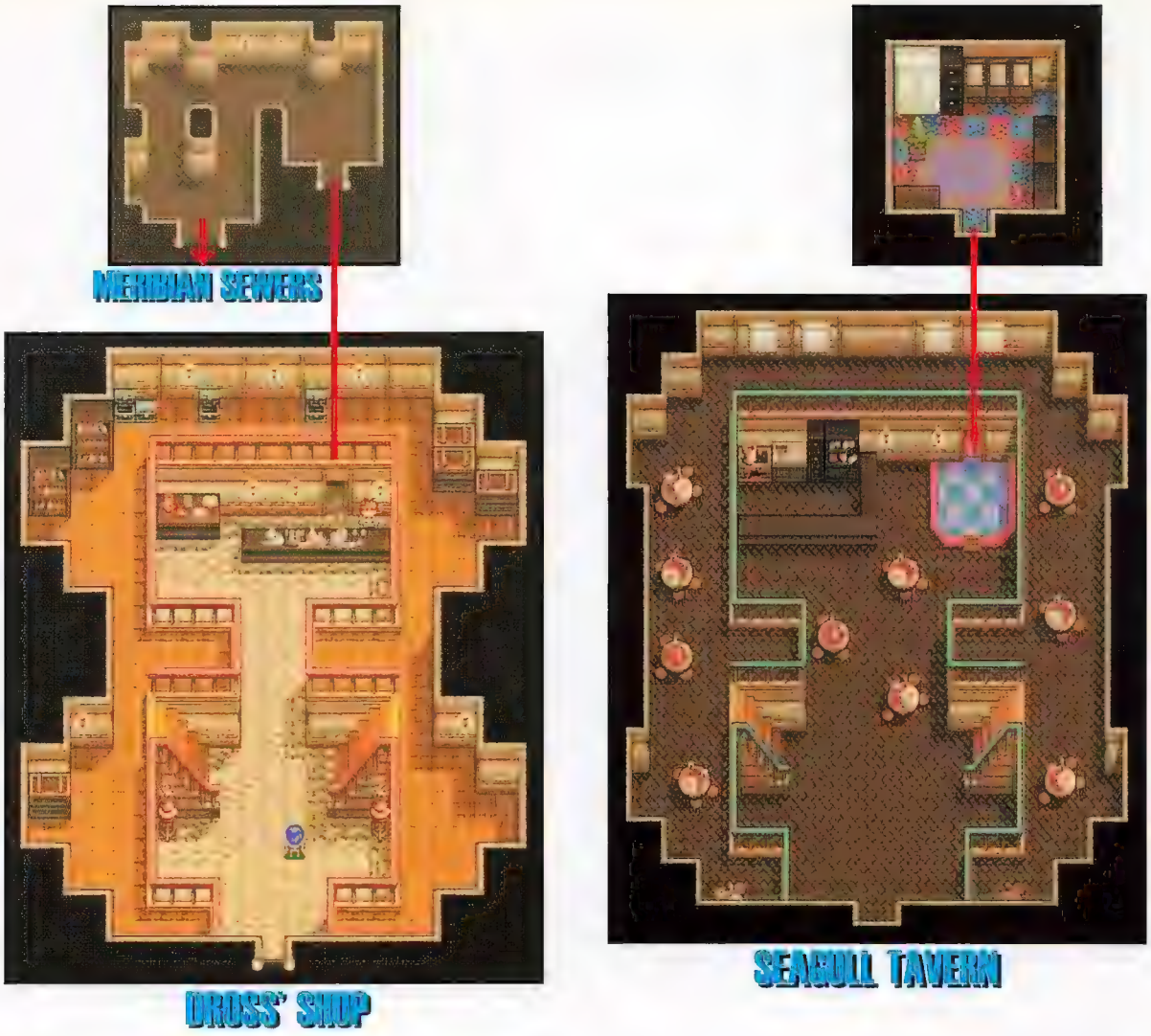
Short Sword	200s
Long Sword	360s
Broad Sword	600s
Poison Darts	180s
Small Bow	320s
Battle Bow	640s

WEAPON SHOP 2

Long Sword	360s
Small Bow	320s
Fire Cane	1400s

ITEM SHOP

Herb	40s
Healing Nut	200s
Antidote	20s
Cleansing Water	60s
Dragonfly Wing	100s



STORYCHECK CRUISE THE CITY

As you return to dry land, two party members hit the road: Nash has to take care of unspecified business, and Ramus has to sell the Diamond. Explore the city and interact with the populace. It's informative and fun—especially the Seagull Tavern, where the woman on stage will sing an adorable little song for you, and where you'll find Brett returning to the cheating life. The Weapon Shop north of Dross' Shop (which is, in turn, just two doors east of Black Rose Street) is the low-cost, high-value retail establishment to visit when you're ready to upgrade your equipment (although you probably blew most of your cash on Soap from the Hispaniola). You can also check on Ramus' progress, but he won't experience a bidding breakthrough until you visit Master Mel in his mansion and Nash on Black Rose Street.

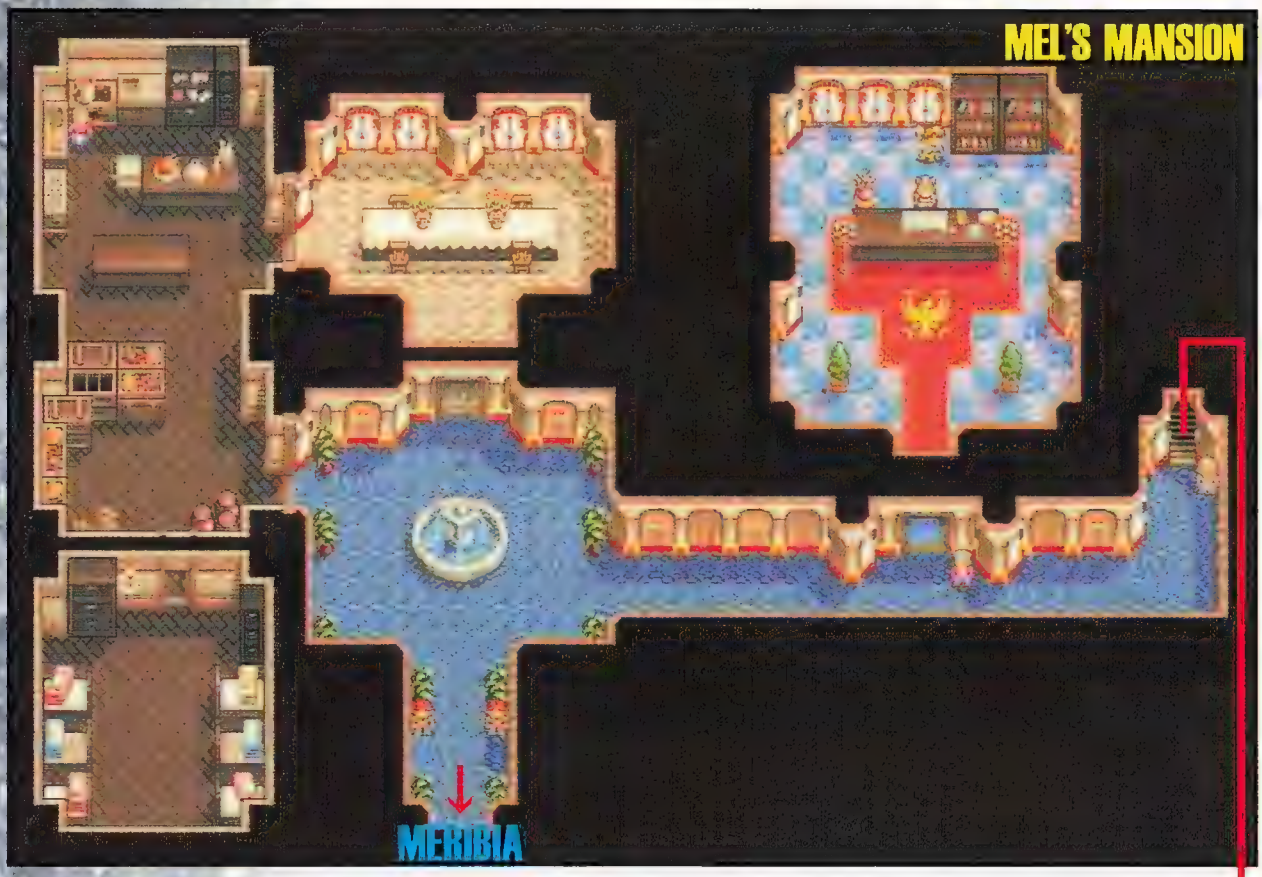
▲ Nash ditches you to hang out with his cool magician friends. Bastard.

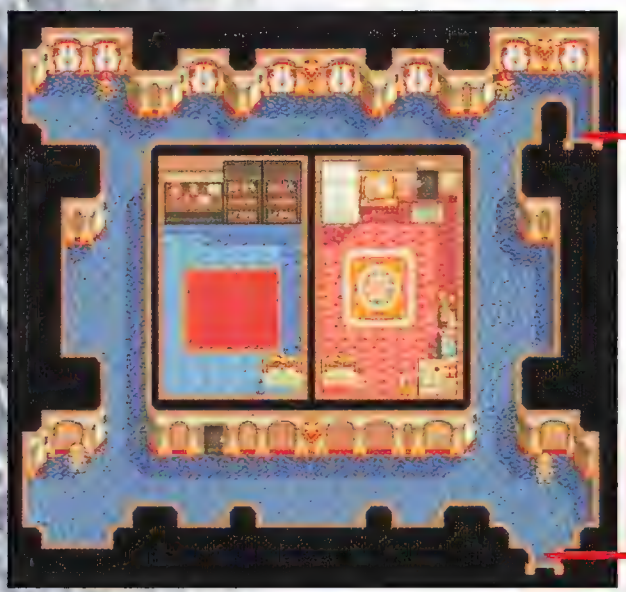
▲ Ramus dickers in vain with Dross to buy the Dragon Diamond.

BUT WE DIGRESS!

- ★ Mel's proclamation (posted at the north exit and the passage to Black Rose Street).
- ★ The sign behind the flowerbed (next to the Item Shop).
- ★ The bookshelf on the second floor of Dross' Shop. Read it both before and after a certain major Dross-related event.
- ★ The dressing room behind the stage of the Seagull Tavern.

MEL'S MANSION/BLACK ROSE STREET





BUT WE DIGRESS!

- ★ Mel's and Jessica's bedroom doors (on the second floor).
- ★ The mirror, bed, and dresser in Jessica's bedroom.
- ★ The bookshelves in Mel's bedroom and office.
- ★ The table in the kitchen.

STORYCHECK WHAT THE HELL? MEL!

Introducing yourself to Mel de Alkirk, who's waiting for you in his office (northeast of the entrance), is easy. Defeating him after he escorts the unsuspecting Alex to the mansion's fancy combat arena is hard. Buy Healing Nuts from the Item Shop, a Star Light from Black Rose Street, and better equipment from the Armor Shop, if you can afford it, and equip Alex with them before speaking to Mel. During the fight, cast Vigor in the first round, then use the Sword Dance. When your HP gets dangerously low, munch a Healing Nut; when your MP runs out, use a Star Light. If you lose the battle, you're left with 1 HP, internal bleeding, and a deflated ego. If you win the battle, you earn 100 XP and major street cred. (Mel's comments if you manage a stunning victory are different than if you suffer a humiliating defeat.)

Boss Stats

Hit Points	30xAL
Attack	3xAL
Defense	2xAL
Agility	1xAL
Wisdom	1xAL
Magic Endurance	1xAL
No. of Attacks	1
Range	20
Experience Points	100
Silver	0

AL = Alex's current level

ANIMECHECK HAIL, HELL MEL

INT. – MEL'S MANSION

The camera PANS upward from MEL's massive belt (embossed with a dragon symbol) to his face. He is not amused. He begins to speak:

MEL (scowling)
I'm Mel de Alkirk, governor of Meribia. Since you're new here, I'll warn ya.

CUT to EXTREME CLOSE-UP of Mel's eyes as he delivers his warning:

MEL (still scowling)
If you dare to make any sort o' trouble in my town, I'll pop your tiny little heads off your twiggy little necks and mount them on me trophy wall.

Mel's eyes ERUPT with brilliant LIGHT. He leans backward and roars with laughter. The screen FADES OUT as Mel continues to laugh like he just told the funniest joke ever.

ARMOR SHOP

Robe	400s
Steel Armlet	220s
Headband	160s

WEAPON SHOP

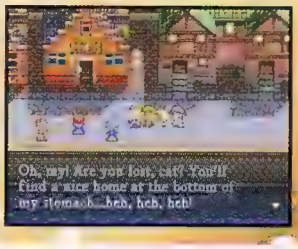
Long Sword	360s
Small Bow	320s
Fire Cane	1400s

ITEM SHOP

Healing Nut	200s
Star Light	1000s
Dragonfly Wing	100s

STORYCHECK THE HAG TWINS

Talk to the elderly witch taking a walk near the middle of Black Rose Street and you find out that she's the sister of the Old Hag back on Caldor Isle. Talk to her a couple of times and she asks you to convince her carnivorous sibling to return to Meribia. Uh, we'll think about it, lady...

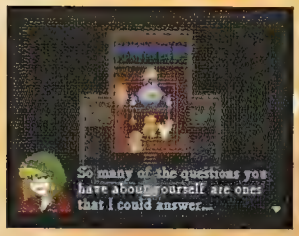


◀ Amazingly, the Old Hag didn't eat her entire family: she has a sister on Black Rose Street.

STORYCHECK FUTURE SHOCK

Enter the building at the west end of Black Rose Street to find Nash in the middle of a conversation with Royce, a mysterious fortune-teller with a pleasantly KISS-like tattoo of a lightning bolt below her right eye. Nash won't tell you what they were talking about, which makes the chickie-girl even more intriguing. Perhaps Nash was making the moves on her–but we've already deduced from the Bromide he was holding that Mia is the focus of his desires. Or perhaps Nash is, as the kids like to say, a player...

▲ "...but it seems to work much more effectively than talking dirty."



▲ Royce regrets her claim when Luna asks why she's growing hair in strange places on her body.

ANIMECHECK ROYCE'S INTRODUCTION

INT. – ROYCE'S SHOP

A woman places her hand atop a CRYSTAL BALL. The camera PANS upward to show ROYCE, whose face is concealed by a hood.

ROYCE (smirking)

We seem to have guests. But I welcome those pursuing knowledge, as always. For you see, I am a student of knowledge: past, present, and future. I can foretell many things in the future.

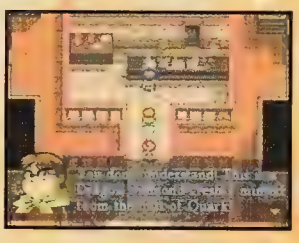
CUT to a CLOSE-UP of Royce's face as she turns to the camera. The blue LIGHTNING-BOLT TATTOO below her right eye is rather, uh, striking.

ROYCE (still smirking)

So. Let's see your future. That's why you came to me today, isn't it?

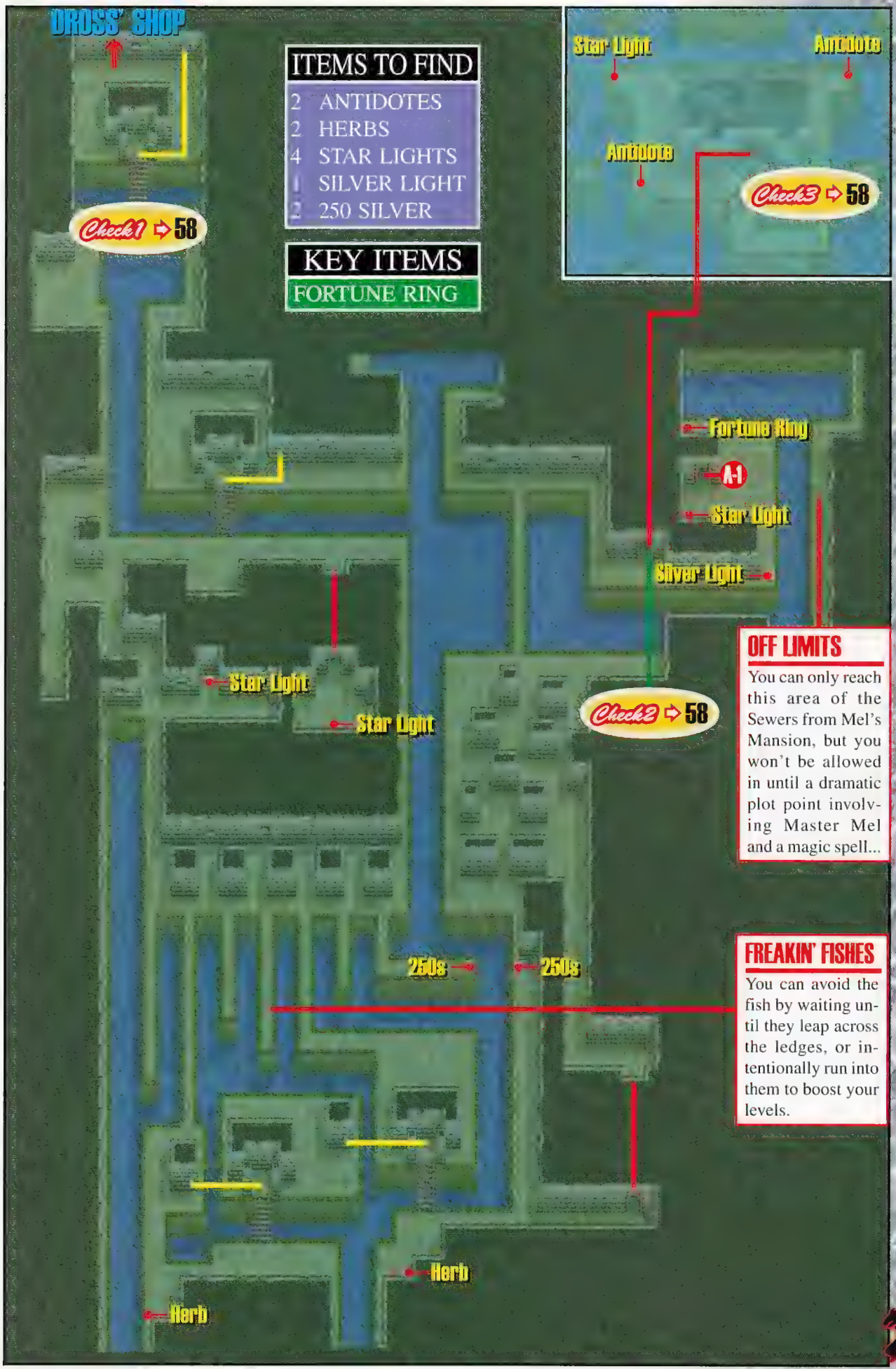
STORYCHECK RAMUS GETS RIPPED

After talking to Master Mel and Royce, return to Dross' Shop and talk to Ramus until the owner of the place agrees to paying a whopping 20000s for the beautiful bauble. Dross scurries into the back room after you hand over the gem, presumably to collect your cash. You soon realize you've been scammed by the sonuvamonkey, and have to decide whether or not to chase him through the back room and into the Meribian Sewers. If you've already upgraded your equipment, go for it. If not, buy some beefier stuff for your party (including Ramus, who's now rejoined you) before you begin your journey into the wonderful world of waste disposal.



◀ Despite Ramus' claims of anal authenticity, Dross still won't pay anything over 20000s.

▶ Your suspicions are confirmed after Nall peeks in the back room and notices it's empty.

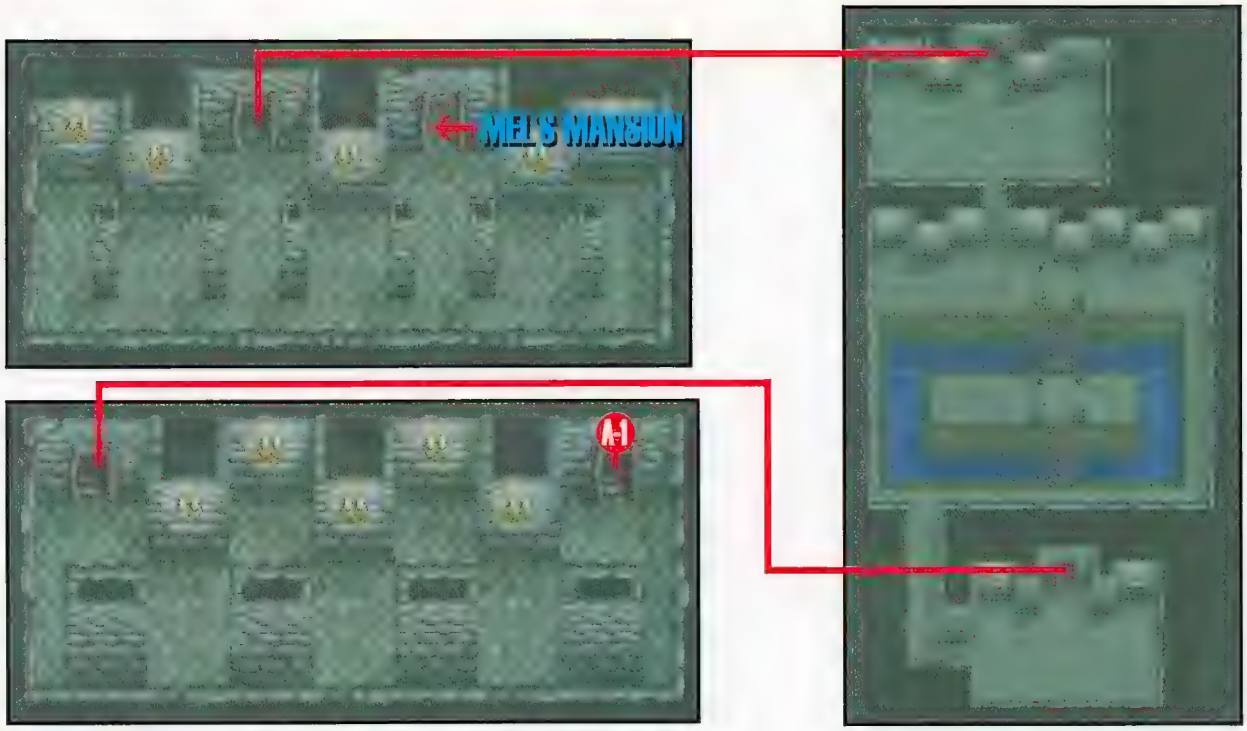


OFF LIMITS

You can only reach this area of the Sewers from Mel's Mansion, but you won't be allowed in until a dramatic plot point involving Master Mel and a magic spell...

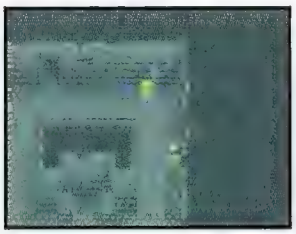
FREAKIN' FISHES

You can avoid the fish by waiting until they leap across the ledges, or intentionally run into them to boost your levels.



Check1 ➪ PUSH THE BUTTON, FRANK

The Meribian Sewers are filled with ladders and adjacent buttons; to lower each ladder, you have to press the corresponding button, the color of which turns from blue to red to show that it's been activated. (This paragraph sponsored in part by Duh! Beer. Duh! is the official watered-down alcoholic beverage of Working Designs.) We've kindly labeled the maps to show which buttons and ladders are connected to each other.

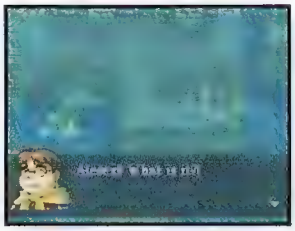


▲ Alex pushing button. Pushing button is fun. Me like button. Me kiss button.

▲ The button causes the ladder to, technically speaking, faw down and go boom.

Check2 ➪ DROSSES AND DRAGONS

It's time to gird your loins (which is a very pleasant experience if done with certain brands of body lotion) and make sure you're ready for what lies ahead. Have you healed up your party, everyone of which should be at least Level 14? Have you equipped Ramus with a selection of Healing Nuts and Star Lights? Have you equipped Luna and Ramus with Small or Battle Bows? If the answer to all these questions is "You bet your sweet buns I have!", you may proceed to the deepest level of the Sewers and talk to the thieving Dross. Instead of handing over your stolen property, he summons his monster, the Water Dragon, to eat you all up. That ain't cool, man.



▲ Judging from the smell, it's Ramus having an involuntary bowel movement.

Check3 ➪ BEAT THE WATER DRAGON!

The Dragon constantly paddles back and forth in the poopy-filled water. There are moments when it's close enough for Alex and Ramus to whack him with melee weapons, but it's usually too far away. This makes Alex's Sword Dance crucial, since it can strike the Dragon no matter where the beast is on the screen. This is also why we suggest you equip Ramus and Luna with bows, although Luna will rarely be using hers.

Check3 ➪ BEAT THE WATER DRAGON! (CONT.)

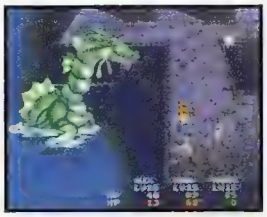
Alex should cast Vigor on himself in the first round, then use the all-important Sword Dance. **Ramus** should fire away with his bow and use Herbs, Healing Nuts, and Star Lights as needed. **Luna** should sing the Cascade Song on Ramus (or Alex, if you want him *really* pumped up) in the first round, then attack or use the Healing, Tranquil, or Purity Song, depending on who's hurt and how badly. Don't try to cure someone of poisoning when the Dragon is going to use the Fire Press; keep the HP of your party healed up so the Press isn't fatal.

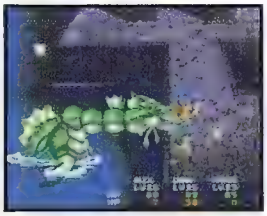
Boss Stats

Hit Points	70xAL
Attack	2xAL
Defense	1xAL
Agility	1xAL
Wisdom	4xAL
Magic Endurance	1xAL
No. of Attacks	1
Range	40
Experience Points	250
Silver	0

AL = Alex's current level

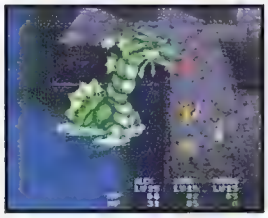
Attack 1 When the Dragon is opening its jaws slightly, it's preparing to bite one character; while the chomp might poison the victim, it won't cause much damage.



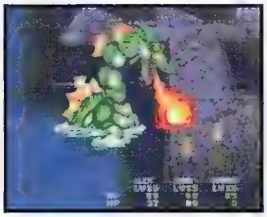


◀ The Dragon's stinky jaws are coated with a potent poison.

Attack 2 When the Dragon is opening its jaws wide, with gouts of flame coming out, it's going to use the devastating **Fire Press**, a stream of flame that does heavy damage to one character.



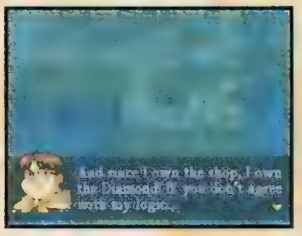
◀ Where there's a tiny wisp of fire...



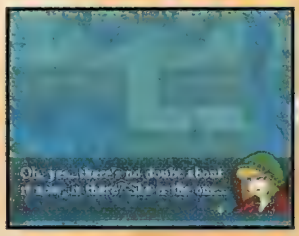
◀ ...there's usually a huge pillar of fire.

STORYCHECK DROSS GETS DEMOTED

After you slay the Water Dragon, the party returns its full attention to Dross and prepares to rip him a new one. Intimidated by the gang of teenagers standing before him, Dross hands over 500s. Ramus has a bigger payback in mind, and cons Dross out of the mortgage to his own shop. An embittered but desperate Dross accepts Ramus' offer to keep him on as a puny underling, and scurries back to the store. As you follow him out of the Sewers, the fortune-telling Royce teleports onto the scene, makes a suitably mysterious comment, and teleports out again.



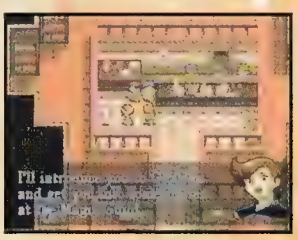
▲ Ramus tells Dross the way it is and the way it's gonna be.



▲ Royce makes a comment which manages to be both nonsensical and profound.

STORYCHECK INVITATION TO VANE

Hike out of the Sewers, or use a Dragonfly Wing for a magically swift (and delicious) return to the entrance. Give all Ramus' items to Nall—there's a reason for this, we promise—and re-enter Dross' Shop to speak with Dross and Nash. The latter thinks you should accompany him to Vane and check out the Magic Guild. You can't progress in the game until you say "Let's take a look at this Guild...", but keep turning him down to get him more and more worked up. When you (finally) say yes, the buck-naked Ramus—and *there's* a visual image we're sure you wanted—leaves the party to run the store and make his fortune. You'll be revisiting here several times to buy unique items and observe Ramus' unique managerial style, which involves hiring Hooters rejects. Sell Ramus' stuff, buy healing items, and leave Meribia. Nash sez you gotta follow the path to find the Spring of Transmission. Walk east past the bridge, then south toward a skyscraping tower. Nash points out the magical city of Vane, perched on a floating island high in the sky. Cool, dude!



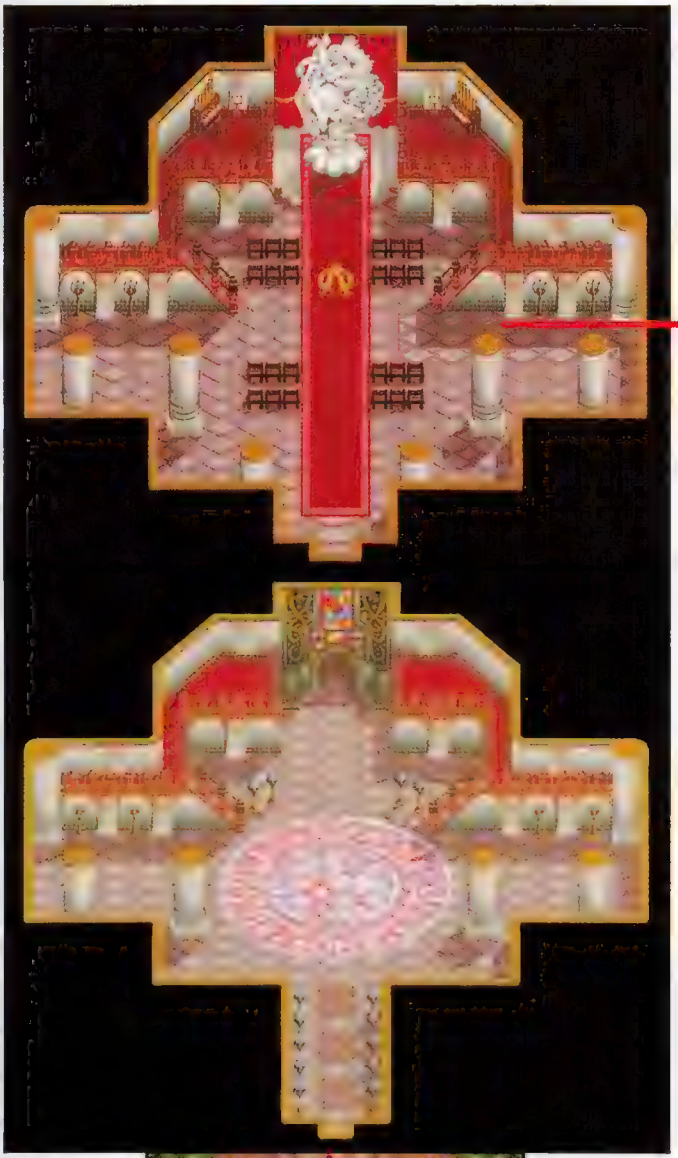
◀ "I'll even set you up on a blind date with one of my really ugly female friends!"

◀ "Especially for that gift subscription to *Playboy*."

STORYCHECK

ACCESS DENIED

The Spring is the only way to Vane, but as the old man informs the ignorant Nash, an application for the Magic Guild is required before Alex and Luna can use it. How come? Stricter security procedures have been put in place by Lemia Ausa because some bad dude named the Magic Emperor is rumored to be on the prowl. Yeah, whatever. Leave the Spring and continue west to Althena's Shrine.



PSYCHO "SISTER"

The blue-haired girl on this side of the chamber is out of her gourd, believing herself to be the sister of Jessica de Alkirk. Talk to her twice for a brief sample of her psychosis. You'll be coming back here later in the game to retrieve an important item from her...

HOLISTIC HEALING

Talk to the Shrine greeter and say "We'd like to rest." to heal everyone in the party. It's just like using one of Althena's statues.

STORYCHECK FRIENDLY PHACIA

Go into Althena's Shrine and chat with the worshipers, who mention that Jessica de Alkirk, Master Mel's daughter and a student at the Shrine, recently left the building. Walk into the north chamber and Nash leaves your party, only to return with his close personal friend Phacia, the not-at-all-unattractive leader of the Shrine. She gives you an Application and suggests that Alex consider a career in magic instead of Dragonmastering. She also mentions wanting to hear Luna's sweet tunage in the future.

▲ Always concerned with privacy issues, Nash briefly ditches you for a personal chat with the head honcho.

▲ "And I'm also told that your cooking tastes even worse than it looks."

STORYCHECK ALEX ON TRIAL

Return to the Spring and talk to the old man, who takes your Application and grants you entry. There is, however, a little thing Nash forgot to mention earlier: you and Luna have to make your way through the Cave of Trial, a monster-filled "test" to make sure you're worthy of walking on the hallowed ground of Vane. Making this test even tougher is that you can't use items inside the Cave, only magic—thus, Luna has to use healing spells exclusively to keep you both alive. Fun!

◀ Nash hits the road while Alex and Luna figure out just what the heck to do now.

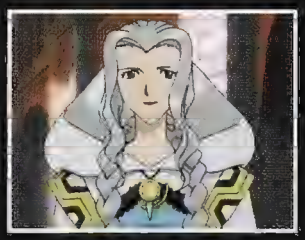
ANIMECHECK FACING PHACIA

INT. – ALTHENA'S SHRINE

The camera PANS upward along a very impressuve ceremonial garment until we see the face of PHACIA, the Shrine's leader. Her face is calm and composed as she begins to speak.

PHACIA (slightly smiling)

Good day to you all. I am Phacia, head priestess of the temple of the Goddess. I have received word that you are on a journey to become the



new Dragonmaster, Alex! I pray that you choose to stay in Vane and become the guardian of Althena. For as you know, we haven't had a Dragonmaster since the days of Dyne came to an end....

RETROCHECK EXPANDED ROSTER

◀ Getting into the Cave of Trial is a very simple process in the SEGA CD *LUNAR*.

▶ Dross gives you considerably more silver in the 16-bit Meribian Sewers.

▶ The PlayStation® version of *LUNAR* has two brand-new supporting characters: Royce, the fortune-teller on Black Rose Street, and Phacia, the head priestess of Althena's Shrine. You soon learn that these two ladies have very close ties to a supporting character who *did* appear in the SEGA CD version of *LUNAR*. (You also didn't need an Application to enter the Cave of Trial in the SEGA CD version, since there was no Phacia to give it to you.)

▶ In the SEGA CD *LUNAR*, Dross only offers you 4000s for the Dragon Diamond, and gives you 3000s after you defeat the Water Dragon and threaten to tear him a new orifice. In the PlayStation® version, it's 20000s and 500s, respectively, 'cause 20000s is a more impressive number.

CAVE OF TRIAL

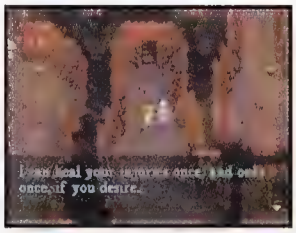
BRING THE RING

Don't forget to grab and equip the Healing Ring immediately after bumping off the Trouble Truffler.

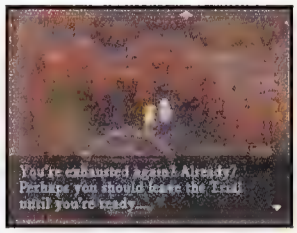
ITEMS TO FIND	KEY ITEMS
4 250 SILVER	HEALING RING
	SOAP

Check1 ELDER STATESMEN

The elders in the Cave of Trial serve as gray-haired, long-bearded checkpoints; when you find one, you know you're making progress. The elders are also kind enough to heal you when you speak to them, but only once. There is a very welcome exception to this rule: the very first elder standing next to the entry Spring. This means you can battle into the Cave and run back to Elder #1 whenever you need a boost—somewhat tedious, but certainly better than croaking.



▲ Or he can give you a soothing Shiatsu massage.

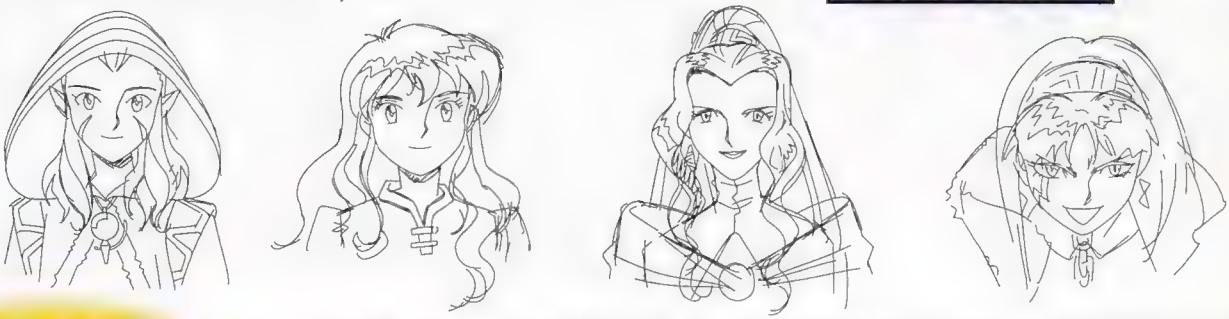


▲ This old man can whip you into shape an infinite number of times.

Check2 MASSACRE THE MONGRELS

There are several critters called Ice Mongrels running around the Cave. Catch them by surprise and bump them off with the Sword Dance in the first round of battle to earn *huge* experience points—much more than any other Cave-dwelling creature. (The Mongrel will escape in the second round if you don't kill it right away; sometimes, it even ditches in the first round.)

◀ A rare glimpse of the Ice Mongrel, thanks to the very latest in screen-shot technology.



Check3 BEAT THE TROUBLE TRUFFLER!

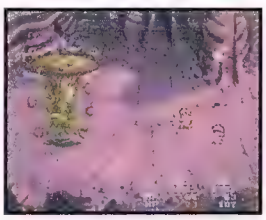
Nall notices the Truffler just before you walk into its cave, which gives you time to save and heal up—or power up if you're below Level 15. (Run back to whichever Elder can still bless you.) With only two characters, your battle choices are pretty darn limited. **Alex** should cast Vigor on himself in the first round and hack away with the Sword Dance thereafter. **Luna** should sing the Cascade Song on Alex, then use healing spells or a (feeble) attack, depending on the situation.

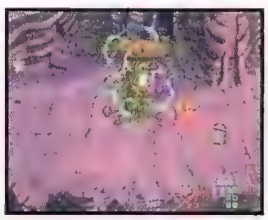
Boss Stats

Hit Points	90xAL
Attack	1xAL
Defense	1xAL
Agility	1xAL
Wisdom	4xAL
Magic Endurance	2xAL
No. of Attacks	1
Range	40
Experience Points	380
Silver	0

AL = Alex's current level

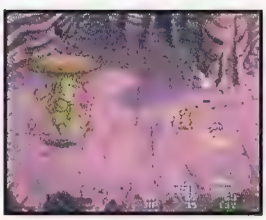
Attack 1 When the Truffler is floating in place with lightning bolts around its head, it's going to float at one character and shock him with the **Flash Bolt**, causing serious damage.



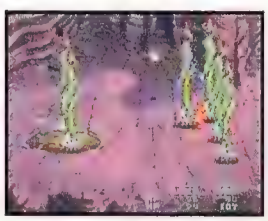


◀ This screen shot is shocking! Shocking, we tell you!

Attack 2 When the bottom of the Truffler becomes a group of rapidly rotating spikes, it's preparing to unleash the **Mad Spark**, during which it "plants" itself and thrusts its tentacles out of the ground to probe Alex and Luna for moderate damage.



◀ When the Truffler's butt turns into a mass of moving spikes...



◀ ...prepare for a major probing.

ARMOR SHOP	
Chain Mail	1200s
Magic Robe	1280s
Silver Shield	900s
Silver Bracelet	480s
Steel Armlet	220s
Fruity Bandanna	240s

MAGIC ITEM SHOP	
Crystal Pendant	12000s
Devil Pendant	12000s
Star Light	1000s
Holy Water	100s
Angel's Tear	600s
Dragonfly Wing	100s

ITEM SHOP	
Healing Nut	200s
Antidote	20s
Cleansing Water	60s

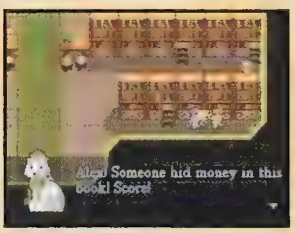
WEAPON SHOP	
Saber	1000s
Fire Cane	1400s
Dream Cane	1600s

BUT WE DIGRESS!

★ The chest of drawers in the bedroom of the westernmost house.
★ The shelves of dishes in the dining room of the southeast house.

STORYCHECK READING IS FUNDAGE-MENTAL

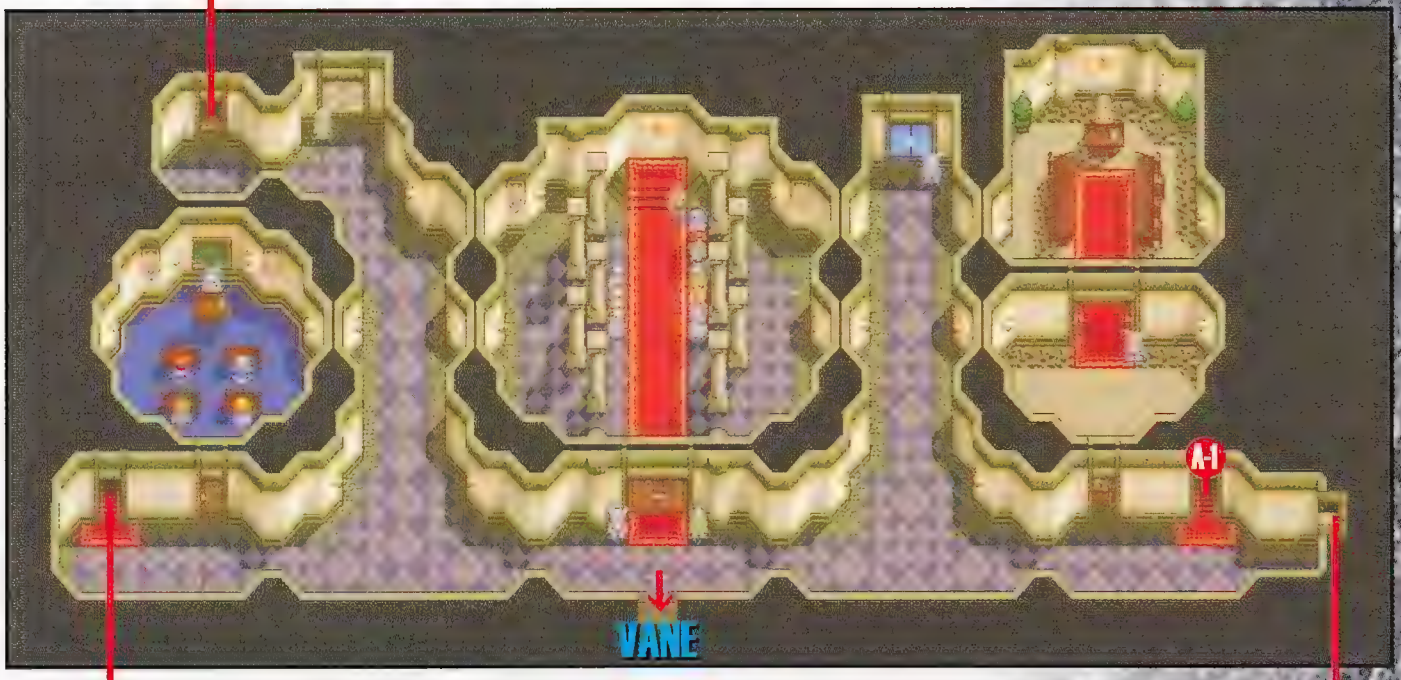
Pay a visit to Althena's statue in the northwest corner of Vane, then do the usual walk-around-and-talk-to-people thing. Avoid going into the Magic Guild at the north end of Vane just yet. The Magic Library on the east side of Vane is a very interesting locale; not only does it have dozens of books to read, but one of them (in the southeast corner) has 10s stuffed inside. When you're done absorbing new info, walk into the Magic Guild, stopping to speak with the kid at the Guild entrance, who's pathetically late for class.



▲ All the kids of *LUNAR* need to foster a lifelong love of reading is a little financial incentive.

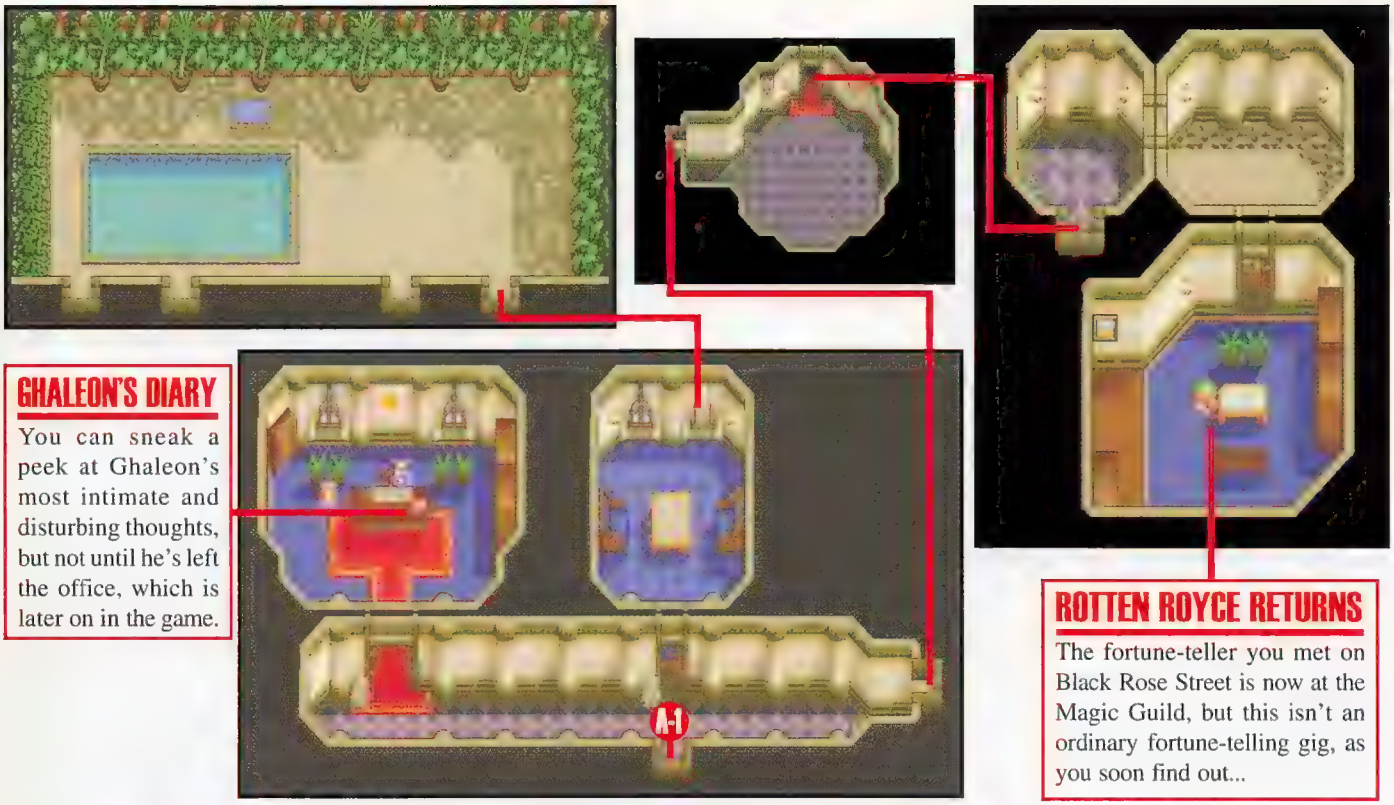
▲ I think we know someone who has an abnormally small bladder....

MAGIC GUILD



PANTY RAID!

Examine Mia's dresser and bed for amusing text (especially if Nash is with you).



GHALEON'S DIARY

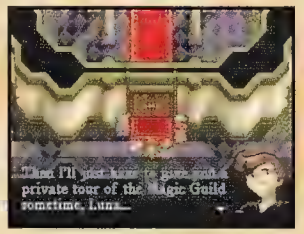
You can sneak a peek at Ghaleon's most intimate and disturbing thoughts, but not until he's left the office, which is later on in the game.

ROTTEN ROYCE RETURNS

The fortune-teller you met on Black Rose Street is now at the Magic Guild, but this isn't an ordinary fortune-telling gig, as you soon find out...

STORYCHECK NASH'S GREETING, LUNA'S MEETING

As you enter the Magic Guild, Nash says howdy-do. Alex and Nall decide to explore, while Luna takes up Nash's offer to relax at the Guild lounge, which is equipped with La-Z-Boy recliner chairs and a wet bar. Nash says to find him upstairs when you're ready to meet Ghaleon, and escorts Luna away. While sipping on vodka and cranberry juice, Luna hears a very familiar melody coming from outside, and has an interesting encounter with an interesting fellow.



▲ If Nash keeps trying to make the moves on Luna, Alex's foot will be taking a private tour of Nash's butt.

▲ Luna finds a string-strumming dude playing a very familiar song while dipping his feet in the pool.

ANIMECHECK A MYSTERIOUS MUSICIAN

EXT. – MAGIC GUILD COURTYARD

FADE IN to a shot of a man's sandal-bound feet. The man sets down his guitar-like instrument, and the camera PANS upward along the neck of the instrument until we see his expressionless face. CUT to a surprised LUNA.

LUNA (embarrassed)

Oh! I'm so sorry I interrupted! You see, I heard the music, and I—well, I thought it was Alex

that was playing!

CUT to a CLOSE-UP of the musician's face. His eyes widen slightly, and a barely perceptible grin appears on his lips.

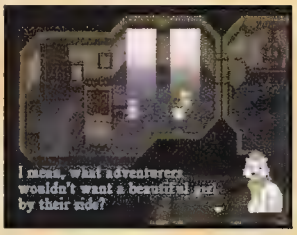
MUSICIAN (intrigued)

Mmmm...it's...no bother.

The man's words are innocent, but the tone of his voice definitely isn't. CUT to a blushing Luna; CUT again to a WIDE SHOT of both of them.

STORYCHECK MAMA MIA!

Return to the west wing of the Guild and go up the southwest stairs. Inside the dark bedroom is a girl on the verge of tears—but she manages to keep the pain on the inside. After drying her eyes and laughing at Nall's wisecracks, an intensely jealous Nash runs into the room and just slightly overreacts to Alex's presence. It's cute, in a psychotic way. Return downstairs, but only after looking at Mia's things to get Nash even more pissed off.



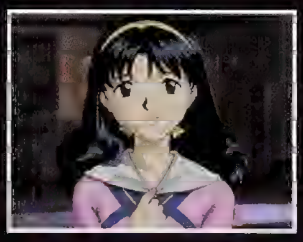
▲ Oh, I dunno...Richard Simmons? Keanu Reeves? Siegfried and Roy?

▲ Nash goes into cardiac arrest at the sight of Alex near Mia's bed.

ANIMECHECK MIA STAYS COMPOSED

INT. – MIA'S BEDCHAMBER

FADE IN to a shot of the bedchamber windows, with beams of sunlight streaming through the curtains, and PAN left to the bed, where MIA sits in the shadows. We ZOOM IN slightly, CUT to a CLOSE-UP, and see that Mia is on the verge of tears. She wipes her eyes and crawls out of bed, walking toward you with her hand covering her face.



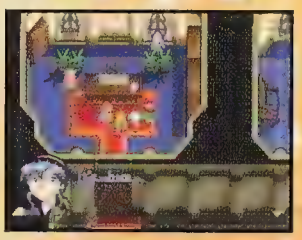
MIA (ashamed)
I'm sorry. I cannot go to the magic school today. I'm...not feeling well.

As Mia glances upward and looks at you for the first time, she gasps and covers her mouth.

MIA (shocked)
Oh, I'm so sorry! I mistook you for a messenger of my mother's. Um...my name is Mia. Mia Ausa. May I ask your name?

STORYCHECK OPERATION: LONG WALK

Walk up the east stairs of the Guild's west wing and talk to Luna, who's standing in front of the door to Ghaleon's chambers. Nash escorts you inside for an intimidating chat with...the dude Luna met out by the pool! He suggests that Alex give up his quest and become a student at the Guild. Geez, this place is just slightly aggressive about their recruiting, huh? Turn him down (either conversation choice is fine) and he mentions rumors of a new Dragonmaster in the town of Lann. He assigns you to investigate the matter, and assigns Nash to help you. Talk to Ghaleon's steward for more info, then try taking a peek at the diary on the desk before you leave. Since Nash is one or two levels below Alex and Luna, you might want to take a quick jaunt into the Cave of Trial to buff him up by fighting the beasties (especially the Ice Mongrels). And don't forget to purchase brand-spanking-new equipment before departing Vane. (Nash needs new armor and a Fire Cane, for example.) Use the Spring of Transmission to return to the ground, then walk southwest (stopping at the Shrine for a quick healing) to the East Mountain Pass.

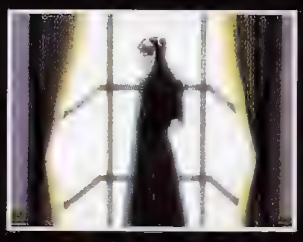


▲ Luna suffers a sudden case of the vapors at the sight of Ghaleon.

ANIMECHECK GHALEON IN FULL REGALIA

INT. – GHALEON'S OFFICE

FADE IN to a shot of a well-dressed man facing away from the camera, looking out his window into the courtyard. A noisy clock ticks and tocks in the background. We PAN upward until the man turns around, then CUT to a CLOSE-UP of his eyes. The tick-tock sound SLOWS DOWN as the man SQUINTS, then slowly relaxes his eyes. CUT to a medium shot of the man as he speaks.



GHALEON (snide)
Welcome to the Magic Guild of Vane, Alex of Burg. I am Ghaleon, premier of the Guild. My apprentice Nash speaks quite highly of you, boy. He said you passed the Trial of the White Dragon. If that's true, perhaps you can...help me.

WEST/EAST MOUNTAIN PASS

CONFUSING CHESTS

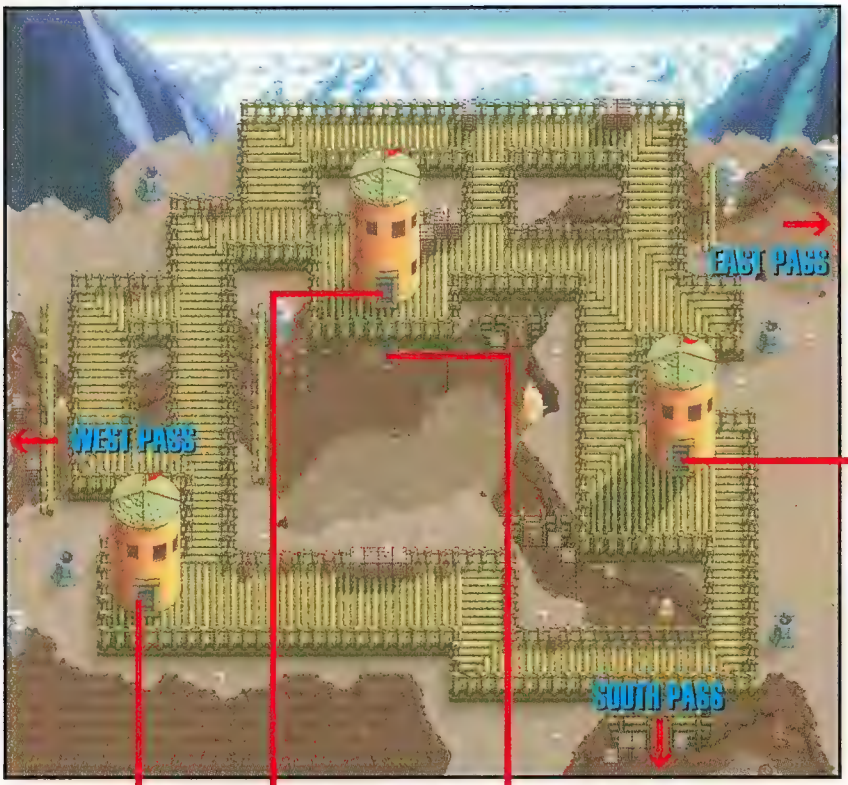
The booby-trapped chests in the Mountain Pass release a toxic gas (not unlike anyone who's recently eaten at Taco Hell) which leaves your party confused as it goes into battle against a group of Giga Wasps. The confusion wears off in a few rounds, but have Luna use her Purity Song to speed up the process.

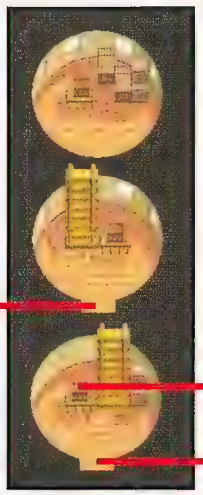
DARK LEDGE

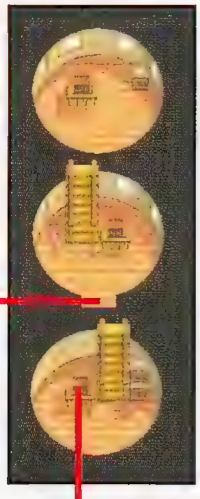
The screen gets darker as you reach this area, but the only effect it has on you is to freak you out.

ITEMS TO FIND
2 HERBS
2 50 SILVER

ITEMS TO FIND
1 STAR LIGHT

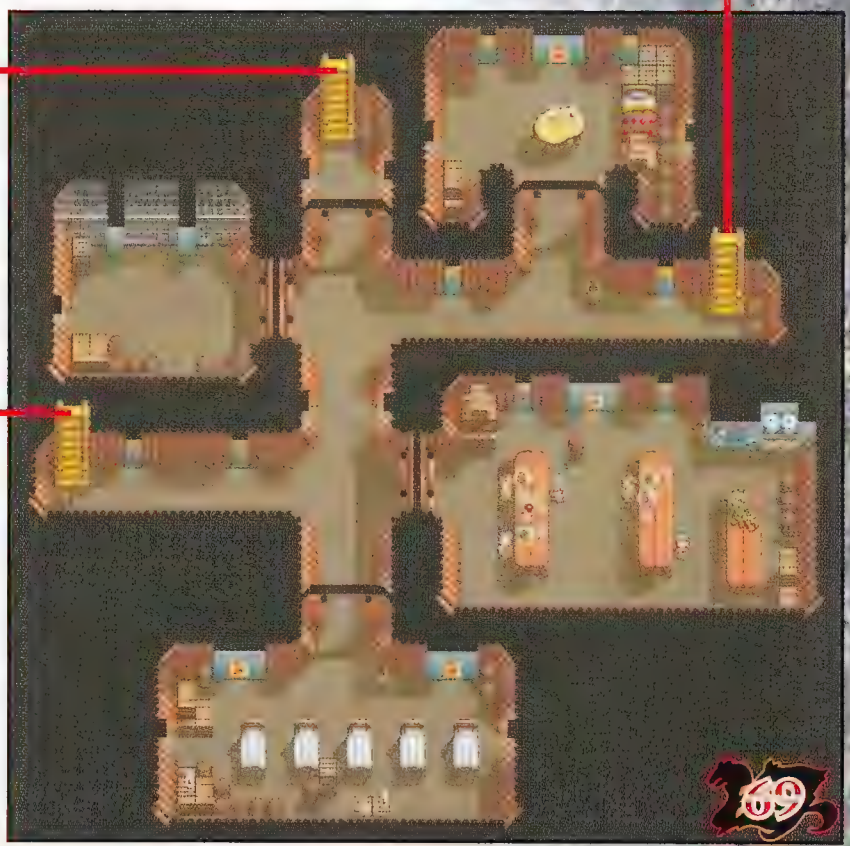






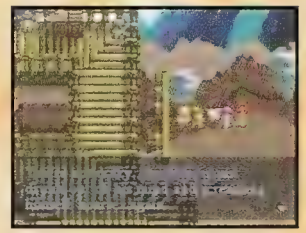
BUT WE DIGRESS!

- ★ Kyle's bed, on the east side of his bedroom (if you dare).
- ★ The boiling pots in the mess hall.
- ★ The pile of food on the east table in the mess hall.

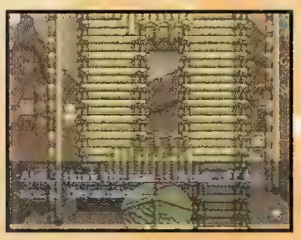


STORYCHECK GABBING WITH THE GUARDS

Talk to the guard of the east gate and Nash demands that he let you all pass, seeing as how you're on a mission for the Magic Guild. Reluctant to get involved with anything Guild-related, he quickly opens the gate and shoos you through. You also hear the drunken bellowing of Kyle, the dark-haired dude on the ledge above you. Walk straight across Nanza and talk to the guard of the west gate, who's not so easy to impress or intimidate; he demands that you get permission from Kyle, and suggests you start searching for him in the north tower.



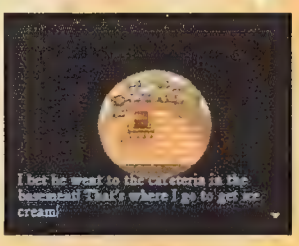
▲ The east guard (who is, like all of Nanza's guards, hair-folically challenged) explains the deal with the dark-haired man on the walkway.



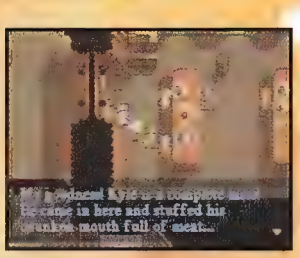
▲ The west guard, who won't let you pass, summarizes the sad situation with even blunter words.

STORYCHECK WHEREFORE ART THOU, KYLE?

There's a meaty chunk of walking and talking required to solve the "puzzle" of finding Kyle. First, climb to the walkway connecting the three towers and talk to the blue-haired man near the north tower. He says he saw Kyle going into the east tower. Climb to the top of that tower and talk to the little girl, who reports that Kyle went to eat some ice cream. (Chocolate-chip cookie-dough, we would hope.) Descend to Nanza's mess hall and talk to the diners; at least two of them saw Kyle go to his bedroom to sleep off his bender. Walk toward Kyle's sleeping quarters (just north of the mess hall), stopping on the way to speak with the blue-haired man guarding the jail. The person inside Kyle's bedroom tells you the ugly truth; Kyle is completely wasted, and was locked in a cell for his own safety. Return to the jail and peek in on Kyle for an extremely amusing animation. The freaked-out prison guard agrees to order the west guard to let you through, as long as you don't keep bugging Kyle. We like negotiations when they're going our way, don't we?

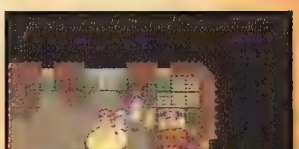


◀ The happy little girl is blissfully unaware of Kyle's inebriated condition.



▶ Can you find the disgusting double entendre in this sentence? Sure ya can.

By the way, now that you know where Kyle goes during his drunken rampage, you can find him in each of the locations by going there *before* you're told to. Here are two examples: when you first arrive in Nanza, instead of talking to the west guard, climb to the walkway and look for Kyle in the northeast corner. Then talk to the west guard and look for Kyle at the top of the east tower. You can also catch him scarfing in the mess hall and sleeping in his bed before you find him locked up.



◀ Nall takes the opportunity to hit Alex with a vicious and unprovoked verbal jab.

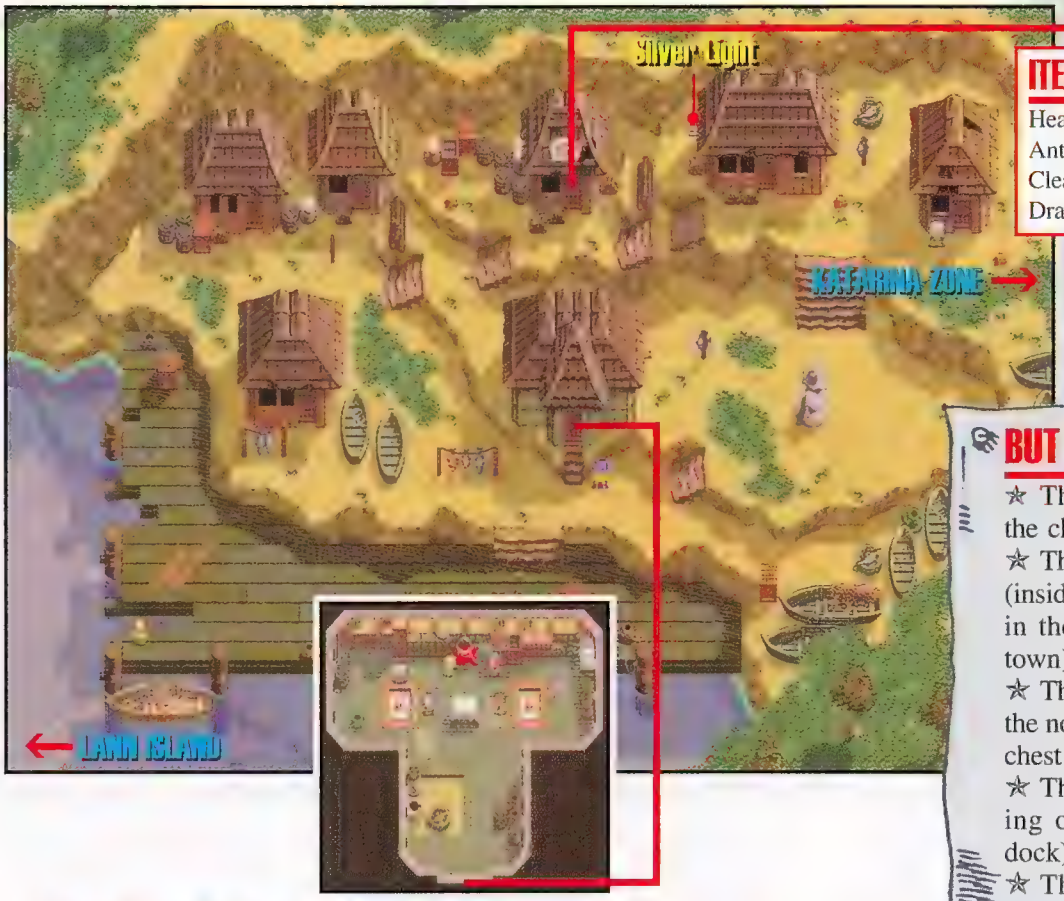
ANIMECHECK ENTER THE KYLE

INT. – NANZA PRISON

The camera PANS from the feet to the head of KYLE, who's passed out on the floor of his jail cell. A large SNOT BUBBLE is coming out of his hairy nostrils, and as he SNORES loud enough to wake the dead, the bubble grows larger and larger, until it inevitably POPS. The noise wakes up Kyle, and he bolts upright, a trickle of drool in the corner of his mouth.

KYLE (completely 'faced)
What a night! Kyle had himself another night of wine, women, and song!
(leans close and tries to whisper)
Just between you and me, I think I had a little too much of the wine... [Belch!]
(returns to loud volume)
But the women didn't complain!

Kyle passes out again with a loud CRASH.



ITEM SHOP

Healing Nut	200s
Antidote	20s
Cleansing Water	60s
Dragonfly Wing	100s

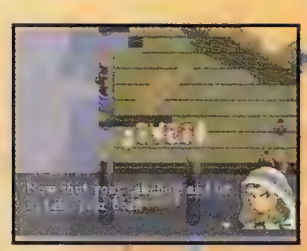
BUT WE DIGRESS!

☆ The shark teeth (inside the chief's house).
☆ The large fish in the bowl (inside the chief's house and in the northeast corner of town).
☆ The smoked fish (inside the northeast house with the chest behind it).
☆ The smoked fish (hanging on the lines near the dock).
☆ The singer (inside the northeast house with the old man in front).

STORYCHECK IN THE HOUSE

Talk to the people, man. Don't be shy. Enter the chief's house near the docks to meet Jessica de Alkirk, the spunky, sassy daughter of Hell Mel, who's trying to talk some sense into Lann's lunk-headed leader. When you tell her that you're also here to find the Dragonmaster, she requests to accompany you on the fact-finding mission. You can turn her down, but ya ain't goin' nowhere, nohow, until you let her come along. Say "Sounds like a plan!" to join forces. Strangely enough, she thinks that she recognizes Luna from somewhere else. Hmmm. Hmmm, we say. Er, write. Whatever. Make sure to chat with the chief and his friends before you leave; the bossman of Lann will grace you with a most excellent gift later in the game.

▲ Jessica hypnotizes the leaders of Lann with her provocative dirty table dancing.



▲ You quickly discover that Jessica doesn't really have a knack for sweet-talking.

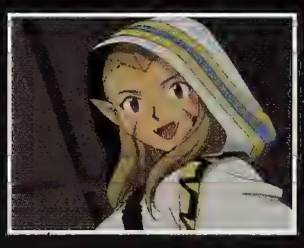
ANIMECHECK JESSICA SPEAKS

INT. – LANN CHIEFTAIN'S HOUSE

The camera PANS from the feet to the head of JESSICA, who's standing on a table in the middle of the room and delivering an impassioned speech. She catches you out of the corner of her eye, lets out a "Hmmm?", and turns to you as the camera CUTS to a CLOSE-UP.

JESSICA (spunky)

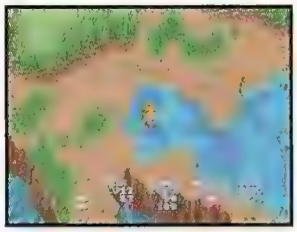
Oh! When did you come in? You weren't here before! Did you come after hearing of the trouble here? I think this Dragonmaster is a fake! In fact, I bet he's even a bigger phony than my former boyfriend. A good fight is just the ticket to get over that rat! So let's go find this fraud and show him who's boss!



Check3 ⇨ 73
DRAGONMASTER'S DOMAIN?
Inspect the tent before you talk to the "Dragonmaster."
Fresh Ring
TRAP!
TRAP!
300s
TRAP!
TRAP!
TRAP!
500s
300s
TRAP!
Check2 ⇨ 73
300s
TRAP!
(Weird Controls)
ITEMS TO FIND
3 300 SILVER
1 500 SILVER
KEY ITEMS
FRESH RING
ROWRR! CATFIGHT!
As you land on the island, Jessica and Nash have a serious clash of the egos and nearly come to blows before Luna breaks it up. Can't we all just get along?
LANN
Check1 ⇨ 73

Check1 ➪ DON'T DRINK THE WATER

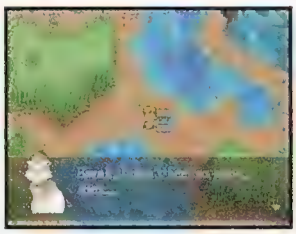
Avoid wading into the shallow pools of poisonous wa-wa scattered throughout the island for two simple reasons: it hurts like a mutha, and it deducts precious HP with every step. (You also get some thumpy feedback if you're using a Dual Shock controller.)



◀ Alex's search for the ultimate bidet leads him into very dangerous territory.

Check2 ➪ KRAZY KONTROLS

This and several other chests on Lann Island are booby-trapped with a dizzying spell that makes the screen throb red and screws with the controls: for example, pressing Down on the Directional Pad or Analog Stick makes your party walk to the left. Tap in each direction to figure out its "new" direction. The dizziness won't wear off if you just stand still; you need to keep moving away from the chest until it's well off the screen before the controls return to normal. Don't stumble into the poisoned water while you're running.



▲ Nall complains of illness when you open a trapped chest.

Check3 ➪ BEAT DRAGONMASTER ZOC!

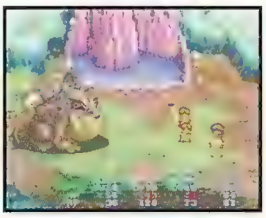
The "Dragonmaster" won't attack until you talk to him, so use the time to save, heal up, and disperse any items you'll be using during the fight. Alex and Luna should be at Level 18 by now—anything less than that, and it's gonna be a *rough* battle. **Alex** should do the usual Vigor in the first round, Sword Dance thereafter. **Luna** should use the Cascade Song on Alex in the first round, then use healing songs (Healing if one person's hurt, Tranquil if everyone's being worked). **Nash** should use the Thunder Bomb (there's a shocker—oh, we made a funny). **Jessica**, like Luna, has healing spells, but she's a stronger fighter, so have her attack while Luna handles the healing duties (unless some of your characters are *very* weak, in which case they should *both* use healing spells).

Boss Stats

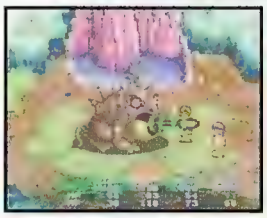
Hit Points	130xAL
Attack	2xAL
Defense	2xAL
Agility	1xAL
Wisdom	1xAL
Magic Endurance	2xAL
No. of Attacks	3
Range	40
Experience Points	600
Silver	0

AL = Alex's current level

Attack 1 When the "Dragon" is hopping in place with smoke coming from one of its massive pores, it's gonna use its tongue to do a **Triple Lick**, taking a modest amount of HP from one of your characters with each tongue-stab.

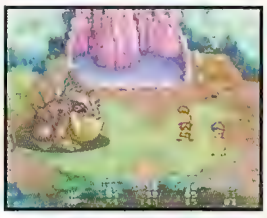


◀ When smoke wafts out of the "Dragon's" butt-pore...

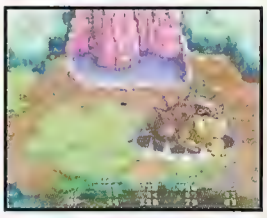


◀ ...someone is getting the world's nastiest French-kiss.

Attack 2 When the Dragonmaster is bouncing up and down on his "Dragon," his creature is going to use the **Press**: it hops into the air and smashes into the ground, doing massive damage to any character underneath it.

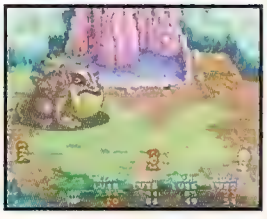


◀ When the Dragonmaster jumps up and down like a rabbit on speed...

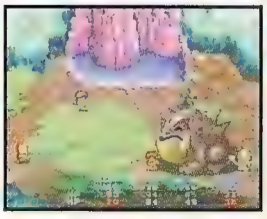


◀ ...the "Dragon" is gonna use its body weight for injurious purposes.

Attack 3 When the Dragonmaster is holding a fireball in his hand, he's gonna cast the **Throwing Fire** spell, lobbing his sorry sphere o' flame at one character and causing an embarrassingly small amount of damage.



◀ Zoc contemplates who should receive a fireball to the face.



◀ Congratulations, Alex!

STORYCHECK DRAGONMASTER? NUH-UH!

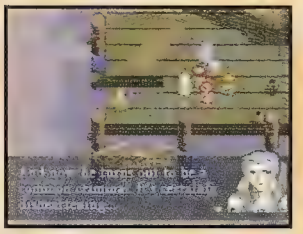
After slapping down the "Dragonmaster," Jessica tells him that the creature he really controlled was a Frog-Lizard. A very embarrassed Zoc then asks for forgiveness and promises to be a good boy in the future. Now you can return to Lann—but instead of walking all the way through the island again, just use Jessica's handy-dandy Escape Litany spell. You shall never need a Dragonfly Wing again (unless Jessy isn't in your party).

▲ Dragonmaster Zoc needs to be disciplined... [insert whip-crack sound effect]

▲ Get outta dungeons without any tedious walkin' thanks to Escape Litany.

STORYCHECK WHO'S PHACIA?

As you return to Lann, you're greeted at the harbor by Phacia, who traveled here (it's okay, she used the Althena's Shrine corporate card) to see if the Dragonmaster was real. After Nall informs her that Zoc was 100% bogus, she heads back to the Shrine with her head hung low. Then, major weirdness: Jessica doesn't recognize Phacia, although she's a student at the Shrine. After Jessy bails, Nash disses her, but Nall thinks he's trying to disguise a secret crush. It's time to escort Nash back to Vane via the Mountain Pass and the Spring of Transmission.



▲ "...but not as disheartening as the cancellation of *Mystery Science Theater 3000*, of course."

▲ Nash also has the market cornered on hair gel.

STORYCHECK NASH AND ROYCE: BUMPIN' UGLIES?

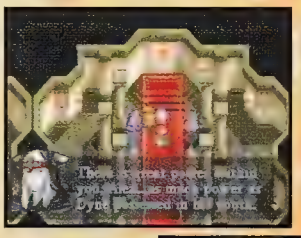
Walk north from the Spring and Nash rushes ahead of you to the Guild to brownnose—er, report to his tutors. Follow him inside and he intercepts you at the front door, saying that Lemia Ausa herself wants to meet with you. That's the third and final FOD (Friend of Dyne)! Now, you could enter the Grand Hall right away, but let's have some fun instead: return to Royce's chamber on the east side of the Guild to find her and Nash having another secret meeting. We have a strong suspicion that not only are these two sitting in a tree, they might even be k-i-s-s-i-n-g...

▲ Nash tries to throw you off his scent with the news of Lemia...

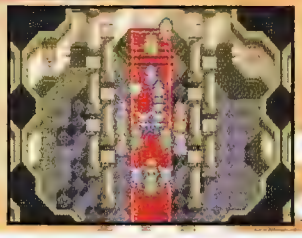
▲ ...but you discover him speaking with Royce for the second time.

STORYCHECK LEMIA AUSA: VERY GRUMPY WOMAN

Return to the Grand Hall and go inside. Talk to the two rows of dudes, most of whom have noticed Lemia's odd behavior, then speak with Ghaleon and Mia until Lemia Ausa arrives with a triumphant fanfare. Unfortunately, Mia's mom is suffering from PMS (Possessed Mother Syndrome) and accuses Alex of the most heinous act imaginable: booger-eating. (No, actually, just treason.) Mia tries to stop the madness, but the Magic Army grabs Alex and drags him away to the dungeons, while Ghaleon is ordered to take Luna to a "special place." How best to sum up our feelings about these latest plot developments? Crap on a Krispy Kreme!



◀ Ghaleon lays on the compliments as you wait for Lemia to show up.



▶ Unfortunately, Lemia has a lesser opinion of you and sentences you to death. Yeesh.

ANIMECHECK LEMIA AUSA?

INT. – GRAND HALL

The camera ZOOMS outward from the emblem of the Magic Guild as LEMIA walks into frame and begins to speak.

LEMIA (formal)

I am Lemia Ausa, governess of the Magic Guild. I have heard you seek the Dragons. I see the strength of your will

in this regard in your eyes.

CUT to a CLOSE-UP of Lemia's face. She arches an eyebrow.

LEMIA (offended)

And I sense something else. I sense...evil. You seek to destroy the Magic Guild, and Althena!

Lemia scowls as the screen FADES OUT.

STORYCHECK THE WOMAN IN THE IRON MASK

During his brief incarceration, Alex hears a woman shouting from a nearby cell, and swears he recognizes the voice. But before he can think it over s'more, Mia and Nall show up to liberate him from his stinky prison. Mia also hands over Althena's Mirror, a magical item with which the true soul of a person can be seen. Mia's been afraid to use it on her mom, but after seeing what happened to Alex and Luna, she knows it's time to take a peek at Mommy's dark heart. But don't invite her along with you right away; keep saying "We're going without you, Mia." to receive increasingly amusing insults from Nall. When he finally runs out of put-downs, say "Of course you can come, Mia." to bring her along. Walk west inside the dungeon until you automatically stop in front of the yelling chick's cell. Mia sees the memory mask on her face and decides to give the gift of freedom a second time. The woman mumbles about the Vile Tribe, the Magic Emperor, the Star Chamber, and Jimmy Hoffa as you drag her outside.

◀ "Just as soon as you promise not to hold me legally liable for any mental distress you may have suffered..."

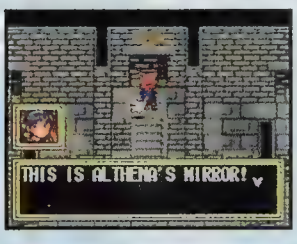
▶ Despite the prisoner's poor choice of perfume (Eau de Warm Pee), Mia liberates her from bondage (kinky!).

STORYCHECK INTO THE TOWER

Leave the dungeons and walk to the blue doors to the right of the Grand Hall. Just before you're about to enter, Nash shows up and used his unparalled powers of shmoozing to convince Mia to let him come along. Your party is now three adventurers and one crazy, smelly masked woman strong. Walk up to the blue doors again and Mia cracks them open with a magic spell and a shout-out to the Goddess Althena.

▲ "...I command someone to open this bloody door!"

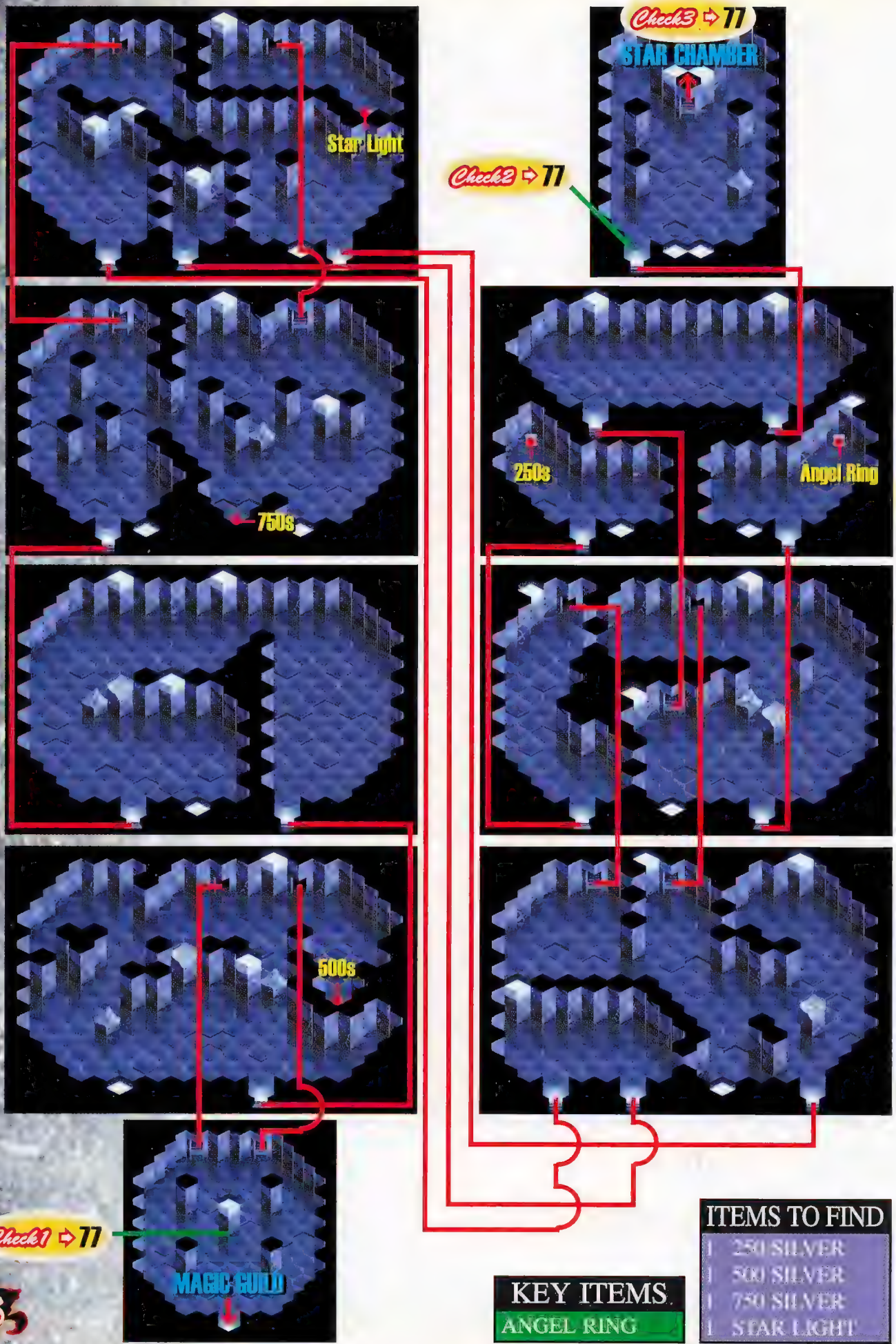
RETROCHECK TWO-TOWER ACTION



◀ Mia gazes longingly at her own sexy reflection. ▶

In the SEGA CD version of *LUNAR*, after Mia frees you from prison, you have to climb to the top of the Silver Spire and retrieve Althena's Mirror from a chest. In the PlayStation version, Mia hands over the Mirror while you're still in your prison cell, and you don't explore the Spire until *very* late in the game. Other SEGA CD differences: Mia uses the Dragon Ring (!) to open the door into the Silver Spire, and you have to enter the Crystal Tower through the Cave of Trial (!!).

CRYSTAL TOWER



ITEMS TO FIND

- 1 250 SILVER
- 1 500 SILVER
- 1 750 SILVER
- 1 STAR LIGHT

KEY ITEMS

ANGEL RING

Check1 ➪ STRIP TEASE

There are but two ways through the weapon-screening force field at the entrance of the Tower, one quite clever. The first is to unequip your weapons before walking through, but this is bad, because they cannot be re-equipped inside the Tower. The second is to use a Dragonfly Wing, purchased for a measly 100s from the Vane Magic Item Shop, which "warps" you past the field while allowing you to keep your weapons equipped.

◀ Use a Dragonfly Wing to exploit the Crystal Tower's security loophole.

Check2 ➪ VOICES IN MY HEAD!

As you come up the final flight of stairs, you hear Luna singing a heinous song. The masked chick feels memories flooding back into her cranium, but that darn mask keeps snuffing them out. Get into the Star Chamber and figure out what the dilly, yo.

◀ We here at Working Designs feel the same way about Frosted Blueberry Pop-Tarts, madam.

Check3 ➪ THREE WITCHES (WITH A B)

As you go up the stairs, Luna is singing while Lemia, Phacia, Royce, and Ghaleon watch (because they like to watch). Then you come in and break up the party. Mia confronts her evil mommy, who threatens a long and brutal punishment for the disobedient fruit of her loins, not to mention the painful death of her friends. Yo, mom, chill. Lemia commands Ghaleon to complete the "ritual," but Mia busts out Althena's Mirror to reveal...uh, nothing. Just as Mia is about to kill herself from shame, the masked woman steps forward and breaks the mask to reveal...the real Lemia Ausa! The crabby fake Lemia orders Ghaleon to attack you, but he angrily refuses. Fake Lemia, Phacia, and Royce get into a huddle and transform into their true scantily-clad selves, the Three Witches. (The part of Lemia was played by Xenobia, the bustiest of the Witches.) Before you can wumble with the Witches, they zap themselves away, leaving behind four Ultragoyles for you to fight.

◀ Mia uses one-half of a profane compound word before stilling her tongue.

◀ Xenobia explains the "you break it, you buy it" principle to Alex and friends.

ANIMECHECK A TRINITY OF TERROR

INT. – STAR CHAMBER

LEMIA opens her eyes, revealing GLOWING RED PUPILS, and raises her arms, conjuring a GIANT WHIRLWIND OF FIRE around herself. PHACIA and ROYCE are sucked into the whirlwind. CUT to each of the three women as their disguises FADE AWAY, revealing the skimpy Vile Tribe outfits beneath. PAN upward to show the Three Witches standing side by side.

XENOBIA

I am Xenobia, a descendant of the forgotten Vile Tribe, the innocents Althena callously pushed out beyond the wastelands of the Frontier.

ROYCE

I warned you I could see many things. Unfortunately, I have now foreseen your demise. Too bad you had to get involved.

PHACIA

We didn't expect you to get this far, young Alex. It's been quite a revelation. But you never can tell when luck like yours will run out...

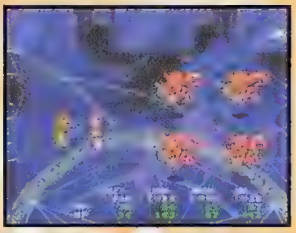
STORYCHECK BEAT THE ULTRAGOYLES!

The 'Goyles barely count as bosses, so you don't need any particular strategy. In the first round of combat, they'll most likely attack the character at the front of the party and bunch themselves up, making an ideal target for area attacks like Alex's Explosion Staff and Nash's Thunder Bomb. **Alex** should do the usual Vigor in the first round, Sword Dance (or Explosion Staff) after that. **Luna** should use the Cascade Song on Alex in the first round, then use healing songs. **Nash** should, as freaking always, use the Thunder Bomb. **Mia** should use any of her lovely attack spells.

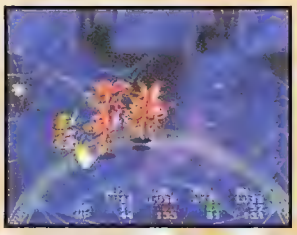
Boss Stats

Hit Points	189
Attack	87
Defense	60
Agility	27
Wisdom	40
Magic Endurance	40
No. of Attacks	2
Range	15
Experience Points	30
Silver	180

▶ The Ultragoyles start out respecting each other's personal space...

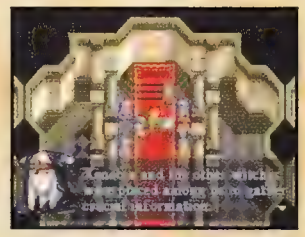


▶ ...but soon start rubbing up against each other while swinging their swords at you.



STORYCHECK GHALEON HITS THE ROAD

After beating the Ultragoyles, you return to the Guild, where Ghaleon hatches a plan: he's gonna consult the Dragons for advice on what to do about the Vile Tribe, starting with Quark. You agree to escort Ghaleon to the White Dragon Cave, and Ghaleon puts Mia and Nash in charge of the Guild while Lemia's brain cells regenerate. Ghaleon leaves for Meribia to speak with Mel, and Mia and Nash ditch you. Equip your weapons if you removed them instead of using the Dragonfly Wing trick (what were you *thinking*?!) and return to Meribia—after talking to Phacia's assistant at the north end of Althena's Shrine to receive **Phacia's Bromide**.



▲ Ghaleon seems pretty darn sure of his theories. Heck, he talks as if he knows exactly what's going on.

▲ "Well, Mia, a pina colada and a footrub would be a nice start..."

STORYCHECK RAMUS: THE RETURN

Return to Ramus' Shop and talk to the big guy, then talk to the chickie-girl behind the counter and buy new equipment for Alex (especially the Silver Sword). You'll be making several more stops at your chunky friend's new digs during the course of the adventure.

RAMUS' SHOP

Silver Sword	1800s
Chain Mail	1200s
Silver Shield	900s
Healing Nut	200s
Star Light	1000s
Holy Water	100s

STORYCHECK JESSICA'S BRAIN-FREEZE

Return to Mel's Mansion and head for Mel's office, where the Master is having an intellectually stimulating conversation with Jessica and Ghaleon. You barge inside and discover that Jessica strangely doesn't recognize you. There's a good (and slightly sad) reason for her amnesia, as you'll soon learn.

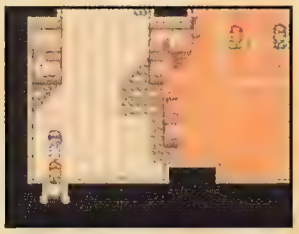
Don't keep talking to her after the "automatic" conversation ends, as you have a little exploration to do before going to sleep.

▲ Mel and Ghaleon trade information and talk about their foolish youth, when Mel didn't have hair growing out of his ears.

▲ Jessica pretends not to know you, but why? It has to do with the unusual relationship between her and Hell Mel.

STORYCHECK ONCE MORE INTO THE POOPY PIT

Walk to the second floor of the Mansion, then through the southeast door to the combat arena. There's a door in the southwest corner that leads into the Sewers. Until now, it was guarded by a dude who wouldn't let you through; now it's not. Plunge into the Sewers to find a Fortune Ring and a Star Light at the lowest level, and one of those dang locked chests you can't open yet.



▲ The guard of the door to the Meribian Sewers is off-duty for the rest of the game.

▲ Descend into the yucky stuff to find a locked chest (aargh).

STORYCHECK JESSICA'S SECRET

Return to the meeting room and talk to Mel, then talk to Jessica or Ghaleon until Jessy escorts you to her bedroom. Three words: *menage a trois*. (Three more words: just kidding, perv.) Talk to Nall and Luna, then speak to Jessy three times (and Luna after each time) to learn that she's afraid to tell her dad about her adventuring ways. After a brief fade-out/fade-in, talk to Jessica one last time. She leaves you and Luna alone, but nothing remotely naughty happens; Luna merely has another freaky dream, and you say your farewells to Jessy and Mel in the morning.

▲ Jessica demands the 411 on Alex and Luna's adventures in Vane.

▲ Alex and Nall sleep on a rug while Luna enjoys the comfort of a real bed. It hardly seems fair.

STORYCHECK COME SAIL AWAY

Speak to Jessy and Mel, then leave the mansion and head for the docks. You'll find Ghaleon at the east end of the Harbor. Say "I'm ready." and you take off, eh? During the trip to Saith, Ghaleon quizzes Alex about his motivations to become the Dragonmaster. It's a really deep convo, man.

◀ "I'd say it's mostly knowing how many groupies I'm gonna have."

STORYCHECK GHALEON ON TOUR

Having Ghaleon in your party is most enjoyable, since he's at Level 99 with 440 HP, 500 MP, and a selection of insane spells; don't expect to lose any battles. After your arrival in Saith (and Ghaleon's sarcastic remark about the rural surroundings), go into the harbor building and talk to the strolling old man (with the red helmet) for a tasty 1000s reward! Talk to the rest of the citizens and enjoy their reactions to the mighty mage. Stop at the Old Hag's House and talk to her for a giggle or an Ice Mace (if you spoke to her sister on Black Rose Street). Return to Burg and talk to everyone, including your amazed parents. Having suitably wowed the hometown crowd, walk to Dyne's Monument and look at it. LOOK AT IT!! (Whoa, I had an overdramatic writing moment there. Sorry.) Ghaleon says something quite ominous about a new Dragonmaster being needed to control the world. Is anyone else getting a bad feeling about this?

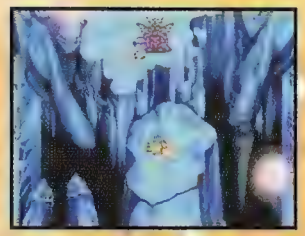
◀ The Old Hag giggles like a schoolgirl at the sight of Ghaleon.

◀ Ghaleon disapproves of Dyne's Monument.

STORYCHECK DYSFUNCTIONAL-FAMILY REUNION

Return to the White Dragon Cave and to Quark's Lair. Ghaleon undergoes a bit of a personality change as he talks to Quark about "that dark day" fifteen years ago, and as Quark tells him that Luna is the one born on that day. Ghaleon slowly swallows what he's just learned...and proceeds to transform into a massive cloaked creature called the Magic Emperor. His first act as Emperor is to encase Quark within a magical sphere that melts in Ghaleon's mouth, not in his hand. Sucks for Quark. Oh, but it gets worse, people: the Evil Dude Formerly Known as Ghaleon knocks out Alex and Nall and kidnaps Luna.

▲ The truth, unfortunately, really pisses Ghaleon off.



▲ Alex and Nall take an ill-advised power nap while Ghaleon kidnaps Luna.

ANIMECHECK GHALEON VS QUARK

INT. – QUARK'S LAIR

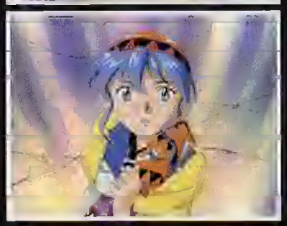
The MAGIC EMPEROR stands up and SPREADS his cape, revealing his magical armor and his immense size. CUT to a CLOSE-UP of Ghaleon's helmet. His eyes GLOW a bright BLOOD-RED.

GHALEON (arrogant)
Not Ghaleon, dear Quark. Magic Emperor Ghaleon!

ALEX (shocked)
Magic Emperor?!

LUNA (horrified)
Ghaleon! No!

GHALEON (laughing)
Ghaleon...yes!



(beat)
Someday, people may mourn this day. But my glorious rule can only begin with your enslavement.

Ghaleon casts a MAGIC GLOBE at QUARK. It EXPLODES with WHITE LIGHT and surrounds Quark, who ROARS as the globe suddenly SHRINKS to size of a marble. The marble floats down into the palm of Ghaleon's hand.

GHALEON (pleased)
Quark shall be the cornerstone of a new order. MY world order. But...
(beat)
Who shall be my queen?

ZOOM in on Luna, whose face is blank with shock.

STORYCHECK PHOTOGRAPHS AND MEMORIES

After Ghaleon's KO punch, Alex and Nall wake up an unknown number of hours later in their house, and slowly remember what happened. Mom and Dad are pleased to see their son hasn't croaked, and tell him that Laike, who's currently brooding at Dyne's Monument, was Alex's savior. Go downstairs and rummage through the left-hand shelves in your grief to find **Luna's Bromide 2**, a haunting reminder of the hot babe you've lost. (This is the first time in the game that you can find this Bromide, by the way.)

◀ Digging through the junk drawer finally pays off for Alex.

STORYCHECK ALWAYS WITH WINGS

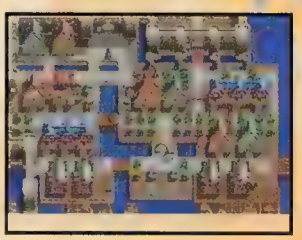
Go back upstairs, talk to your parents, and try to leave. Dad gives you a pep talk as you step outside. Walk to Dyne's Monument and talk to the usually-jovial Laike. When he asks you what you plan to do now, choose an answer; either one will change the music and strengthen Alex's resolve. Laike asks if Alex knows what killed Dyne, then goes ahead and tells him anyway (and it's an extra-strength plot point). Lastly, Laike gives you a lovely parting gift: the **White Dragon Wings**, which can instantly transport you to any town you've already visited. (They also give you the power of the Dragon Protect spell.) Go ahead and use the Wings to fly into any city except Meribia; when you arrive, Nall has a mild stroke and raves about their power. Now warp to Meribia and prepare for a big surprise...

▲ Alex can certainly talk the talk, but can he walk the walk? Oh, yeah!

▲ Nall finds the White Dragon Wings to be absolutely delightful.

STORYCHECK WAR IN THE STREETS

As you arrive in Meribia, you find Jessica fighting a couple of very ugly monsters, and immediately join her in battle against a Devil Hammer and a Gargoyle. After they've been trounced, Jessica explains what's going on, and realizes that her dad is in big trouble at the Mansion. You now have to fight your way through the streets of Meribia—which have become a maze, thanks to crates blocking certain pathways. You *could* head directly for the Mansion, but why not stop at Ramus' Shop, Royce's Shop (on Black Rose Street), and the Seagull Tavern instead? It's interesting and amusing to read the reactions of Meribia's townsfolk. (The penalty is that the monsters regenerate when you enter and exit a building.) Return to Althena's statue near the north entrance whenever you need to refill your health. Oh, and here's a handy tip: the Devil Hammers, which charge at you when you get close, can smash through the crates, just as the Baboons broke through the ice blocks in the White Dragon Cave.



◀ Jessica's so darn *grumpy* when she's about to be killed.

▶ While you don't *need* to trick the Devil Hammers into smashing crates, it's fun just to know that you can.

RETROCHECK ASSAULT AND BATTERY

◀ Xenobia taunts while Luna cries—a doubly unpleasant situation.

▶ In the SEGA CD version of *LUNAR*, Luna is kidnapped by Xenobia at Burg Springs, not by Ghaleon in Quark's Lair. Alex also has to slay two monsters who are impersonating his poor parents; they've been whisked away by the Vile Tribe, along with the rest of Burg's unfortunate citizens.

▶ In the SEGA CD version of *LUNAR*, Master Mel is assaulted "off-camera;" in the PlayStation® version, you get to watch the drama unfold.

STORYCHECK MEL GETS STONED

As the various gutless guards tell you, Hell Mel is fighting in the combat arena on the second floor. Run up there to find Mel and Xenobia shouting it out. As Jessy arrives, Mel admonishes her and tells her to retreat. Xenobia, however, is very happy, 'cause now she can kill both father and daughter at once. Mel leaps in front of Jessy and absorbs Xenobia's spell—which turns him to stone. Xenobia cackles at the demise of the Four Heroes, and declares that Ghaleon will now fulfill his dreams of world conquest. After she leaves, a stunned Jessica clutches onto the statue which was once her dad. Fade out...and fade in to Jessy vainly trying to break the spell, which can't be lifted until Xenobia kicks. Jessy sinks into a moment of deep depression before regaining her confidence, not-so-subtly reflected by the change in background music. She decides to come with you, and suggests asking Lemia for advice on what to do next. What *we* suggest is that you head for Black Rose Street and speak to the blonde-haired wanderer on the east side to receive **Royce's Bromide**. Get it before you go to Vane, or you don't get it, period.

◀ Hell Mel yells before absorbing a stone spell meant for Jessica. Will he *ever* stop spoiling her?

▶ Despite Jessica's repeated use of the Oxy-10 spell, her father is still cursed with bad skin.

STORYCHECK BEAT THE VILE CRUSTACEAN!

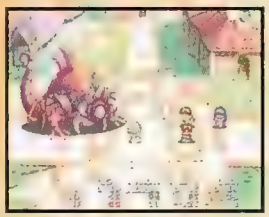
Use Althena's statue outside the Mansion to heal up, make sure Jessy and Alex are holding some Star Lights and Healing Nuts, and warp (or walk) to Vane. The dramatic tunage obviously means something is up. Walk north from the Spring to find Nash and Mia in the midst of battle with an extremely unattractive beast. You join up with them as the "soldiers" of the Magic Army run like the wussies they are. Alex and Jessy should be at Level 19 or so from fighting their way through Meribia, which is good; anything below this makes for a considerably tougher battle. **Alex** should cast Vigor on himself in the first round, then use the Sword Dance. **Nash** should use the Fire Cane if he has it, or the Thunder Bomb if he doesn't (both attacks are feeble). **Mia** should use the Ice Lance, the only one of her spells which does decent damage. **Jessica** should attack the Crustacean in the first round (see Attack 2 for the reason) and use healing spells thereafter.

Boss Stats

Hit Points	120xAL
Attack	2xAL
Defense	2xAL
Agility	1xAL
Wisdom	3xAL
Magic Endurance	2xAL
No. of Attacks	2
Range	40
Experience Points	1200
Silver	0

AL = Alex's current level

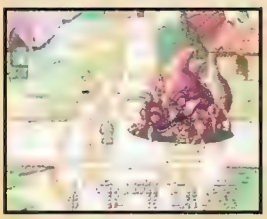
Attack 1 When the "lights" on the Crustacean's body are blue, he'll attack one or two characters with two mildly painful (and strangely pleasureable) thrusts of the horns on his head.



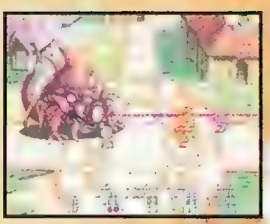
◀ When the Crustacean is feeling blue, so will you...

◀ ...when he sticks ya with his horns times two.

Attack 2 When the "lights" on Crusty's body are red and its eye is closed, it's gonna use the **Crimson Ray**, which does heavy damage to anyone in its path. (If he shoots Jessica from the right, the beam goes left and misses the other characters.)

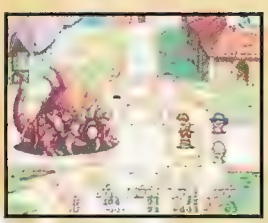


◀ Red is the color of danger, blood, and the Crimson Ray...

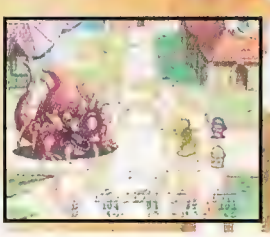


◀ ...which happens to be the Vile Crustacean's most powerful attack.

Attack 3 When the "lights" on the Crustacean are yellow, it's going to upchuck a sphere of puke called **Mini Doom**, which attacks one character for massive (occasionally fatal) damage.



◀ Of all the attacks in *LUNAR* involving a monster's bodily fluids...

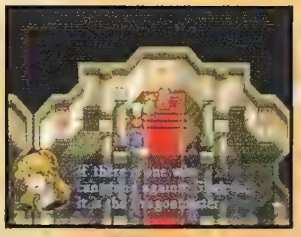


◀ ...the Mini Doom (aka the Big Ball of Puke) has to be among the grossest.

STORYCHECK JOINING FORCES

After the Crustacean is defeated, everyone has a group hug and exchanges the latest developments in their lives. Nash thinks it's insane to go after Ghaleon, but Mia is more open to the idea, and takes you to speak with her still-recuperating mother. After the automatic conversation ends, talk to Lemia a bunch more, then speak to Mia until she joins you. Now talk to Nash repeatedly until *he* hooks up with you. Ah, the powers of persuasion. Speak to Lemia yet again until she tells you about the Red Dragon and where to start lookin'.

▲ Mia rejoins your gang shortly after realizing that hanging out with her brain-dead mother would suck.



▲ Is someone going to tell Lemia that she's in serious need of a makeover?

STORYCHECK KYLE NEEDS COUNSELING

Warp to Nanza and walk through the east gate to hear an unusual scream. You walk into Nanza's courtyard to find Xenobia in the midst of capturing yet another singer. But when the Vile Tribe tries to snatch the girl, she rather impressively shakes them off. A stunned Xenobia orders them to attack again, with similar results. The singer then reveals "herself" to be Kyle (which officially makes him a cross-dresser) and decides to kick a little Tribal booty.

▲ The ugliest mime in recorded history takes a well-deserved beating.

▲ Kyle inexplicably beams with pride after revealing himself to be a transvestite.

ANIMECHECK LA KYLE AUX FOLLIES

EXT. – NANZA

An extremely ugly WOMAN holds her head in her hands as she wails.

WOMAN (distressed)

Oh, pardon my heels! What's the world coming to when a decent lady has to be so vulgar to protect herself?

CUT to a CLOSE-UP of the woman's eyes.

WOMAN (deep voice)

And now let's end this cheap charade.

The woman WHIPS off her costume while LEAPING into the air. That's no lady, that's KYLE! He spins, lands, slowly extends his hand, and casually CATCHES his sword with his eyes closed before opening them to speak.

KYLE (confident)

You and your boys need to learn some manners, sweetcheeks.

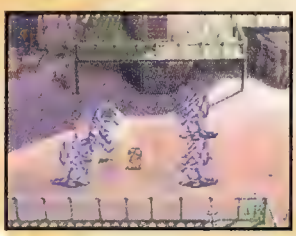
STORYCHECK BEAT THE SCYTHE MASTERS!

Boss Stats

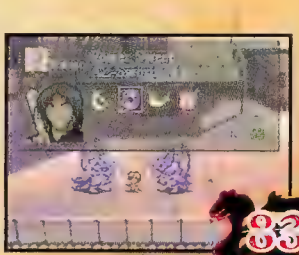
Hit Points	38
Attack	72
Defense	30
Agility	70
Wisdom	56
Magic Endurance	48
No. of Attacks	1
Range	11
Experience Points	18
Silver	99

This is all too easy. Defend on the first turn; each Master will come close and strike Kyle for a few HP of damage. Use the Power Sweep on the second turn; Kyle kills all four Masters with a single mighty blow. Heh, heh, heh.

▶ Kyle plays possum in the first round, luring the Masters within range...



▶ ...and chops off their 'eads in the second round with the Power Sweep.

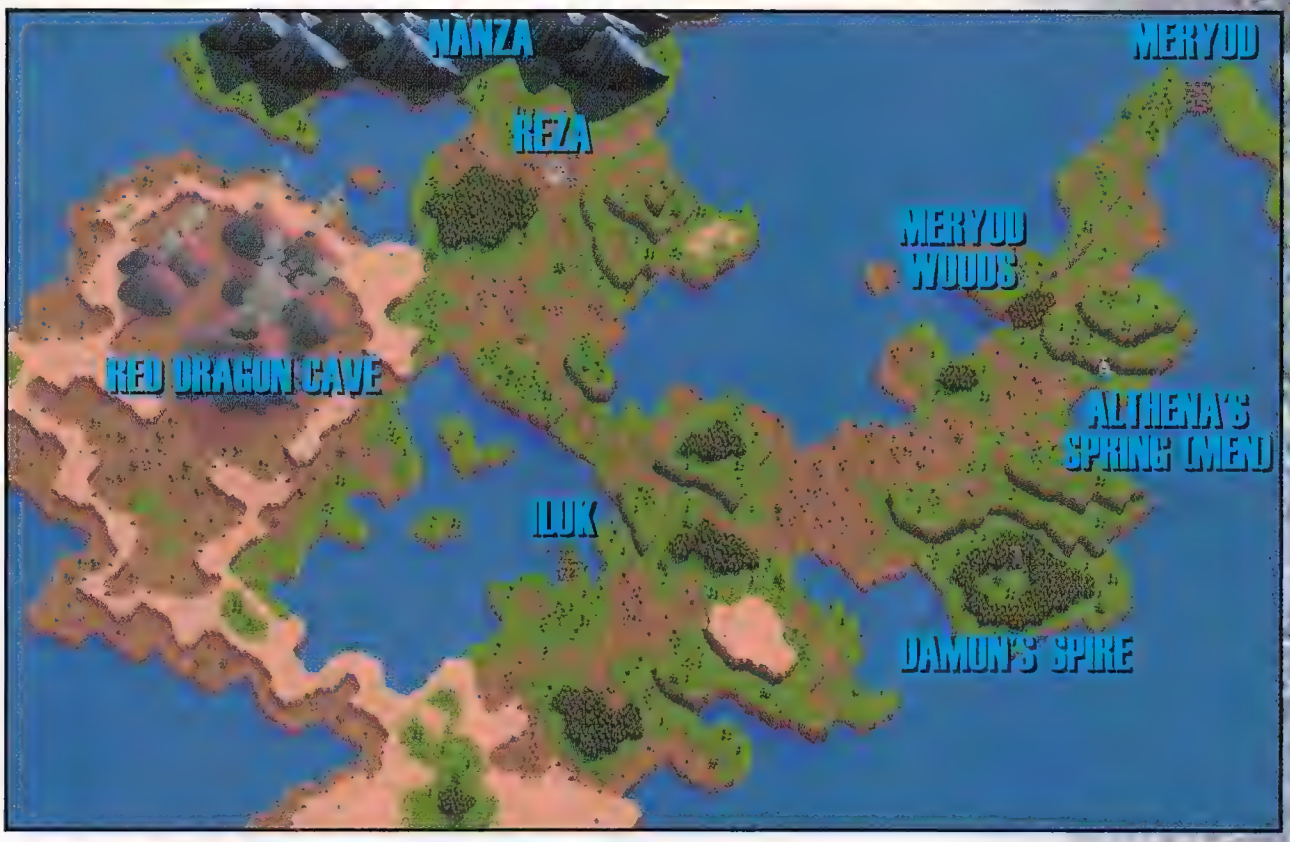


STORYCHECK GOIN' GET ME SOME BROMIDES!

Instead of speaking to Kyle immediately after his disemboweling of the Scythe Masters, go downstairs and search his bed to find **Jess' Bromide 4**. If you don't get it, like, right now, you can never get it again. *Now* go back to Kyle and speak with him to get him to join you. He suggests you walk south into the Marius Zone, and to Reza, to find the Red Dragon. Good idea—but not until we've retrieved another precious picture. Use the Wings to travel to Althena's Shrine and talk to the crazy chick who thinks she's Jessica's sister. Keep talking until she shows off **Jess' Bromide 1**, which Jessy quickly snatches away in horror. Use the Wings again, this time going to Meribia. Enter Ramus' Shop and talk to your rotund buddy, who offers you words of wisdom. Use the Wings to return to Nanza, then walk through the south gate to the South Mountain Pass.

◀ Deep inside the festering innards of Kyle's bed is one of the 13 precious Bromides.

▶ Jessica's number-one fan isn't a happy camper after you take away Jess' Bromide 1.



VOICES II

KEISUKE SHIGEMATSU: SCENARIO WRITER

Q. How did you enter the videogame industry, and how did you become involved with LUNAR?

A. Gainax is a famous animation company in Japan. Some American people who know about animation and games might know about it. I entered this company when I was 27 years old. Before that I had been writing a novel. At Gainax I was working on animation and as a director and producer of computer games. I learned much about the creative process there. Eventually, I started to feel like I would like to make a story of my own rather than one assigned to me by the company. Mr. Kazunari Tomi, who was a director of the game we produced at Gainax, asked me to form a company with him to make games together. He also told me that there was an excellent game software company called Game Arts. We decided to form this company, Studio Alex, and work on a big project with Game Arts. This was LUNAR: The Silver Star for the SEGA CD, about eight years ago.

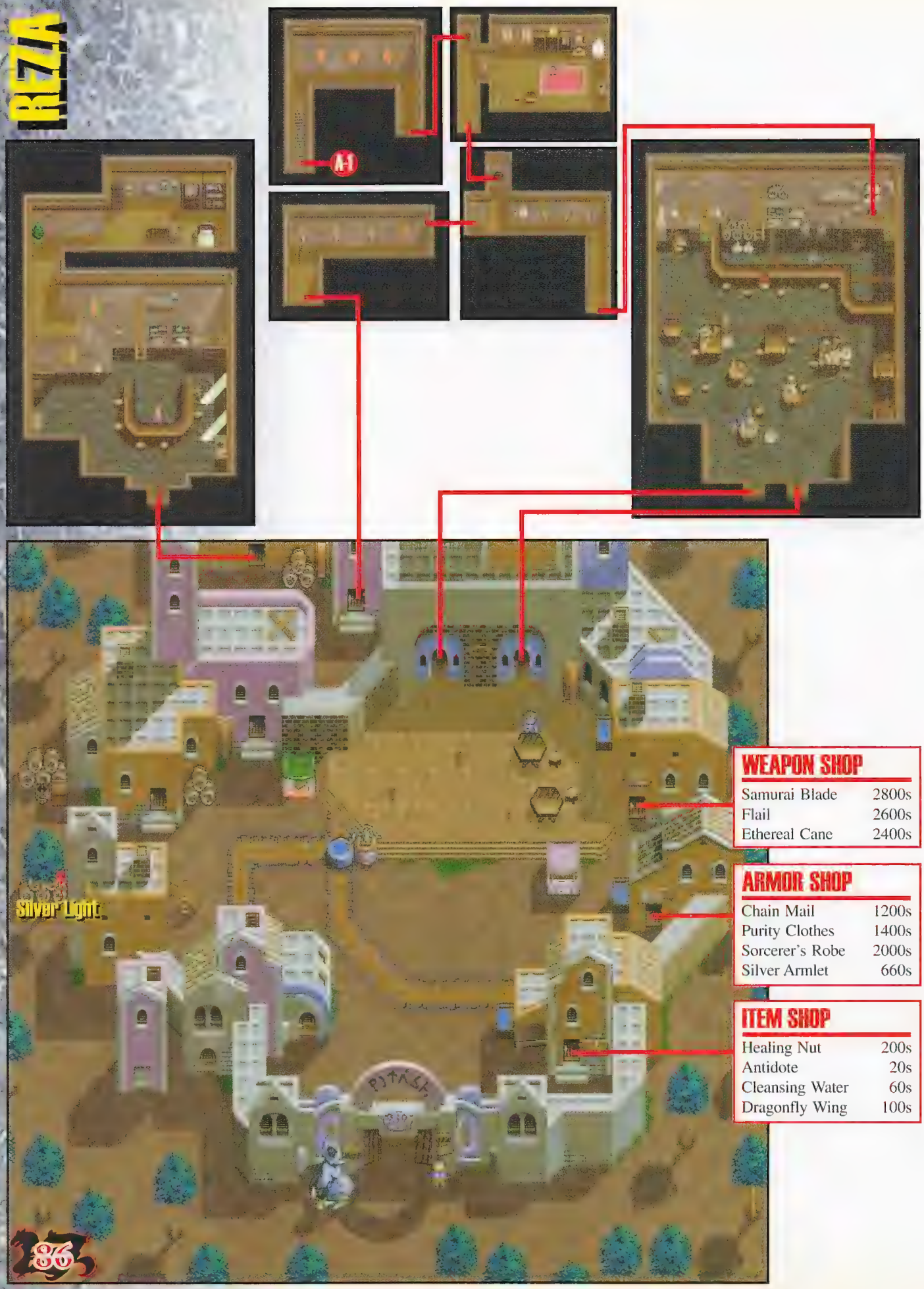
Q. How difficult was it to rewrite LUNAR for the PlayStation?

A. The transition from the original to the PS version is just limitless if we talk about the minute points. The village folks' lines are almost all rewritten and the animation are changed so much, therefore, we rewrote the animation as well. It is not to overstate the case to say almost all of the newer version was written as an original text. It took as much energy as writing a whole new game and it was very tiring.

Q. Why did you decide to give Xenobia, the witch from the SEGA CD version, two sisters in the PlayStation version?

A. We divided the elements of Xenobia—this witch has a very complicated nature. She possesses three elements which consist of love toward Ghaleon, the responsibility of being the oldest of the Vile Tribe, and a tendency for cruelty as a member of the Vile Tribe. We couldn't thoroughly describe this complexity in the SEGA CD version of LUNAR. We divided it into three parts in the PS version. We left the love for Ghaleon with the original Xenobia and we assigned the cruelty aspect of the Vile Tribe to Royce. The elder of the Vile Tribe, the notion of thinking that Ghaleon was not right, we assigned to Phacia.

REZA



WEAPON SHOP

Samurai Blade	2800s
Flail	2600s
Ethereal Cane	2400s

ARMOR SHOP

Chain Mail	1200s
Purity Clothes	1400s
Sorcerer's Robe	2000s
Silver Armlet	660s

ITEM SHOP

Healing Nut	200s
Antidote	20s
Cleansing Water	60s
Dragonfly Wing	100s

BUT WE DIGRESS!

- ✯ The bookshelf on the second floor of the southwest house (with the antlers above the inside door).
- ✯ The poster in the hallway leading to the Thieves' Guild.
- ✯ The suits of armor (inside the Armor Shop).
- ✯ The food container (in the northwest corner of the bar).
- ✯ The award (to the left of the bookshelves in the west house, next to the blonde man).
- ✯ The note (below the stairs in the Thieves' Guild HQ).

ITEM "SHOP"

Healing Nut	200s
Star Light	1000s
Angel's Tear	600s

ARMOR "SHOP"

Steel Armor	2400s
Intelligent Robe	3600s
Steel Shield	1800s
Crystal Armlet	1200s
Steel Helmet	1360s

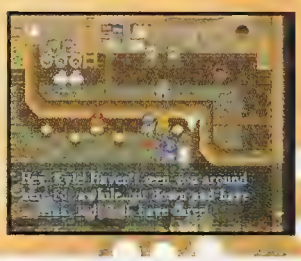
WEAPON "SHOP"

Ice Blade	4000s
Ice Mace	4400s
Stone Bow	4600s
Ice Cane	3600s

STORYCHECK CRIME AND NO PUNISHMENT

Walk into the middle of town and Kyle introduces you to Reza, known for its fine gossip and its even finer beer. But before you can do much of anything; Nall is the victim of a bump-and-run pickpocketing, and the Dragon Wings are stolen. Not good! Enter the tavern at the north end of Reza and speak with Laike, who's happily chugging a brewski at the bar. He doesn't have anything particularly useful to say, but it's always good to keep in touch. Now talk to the barkeep, who doubles as the head of the Thieves' Guild. He knows Kyle well, but he can't help him get the Wings back. He *does* point out that the bylaws of the Thieves' Guild don't allow members to steal from one another. If Kyle joins the Thieves' Guild, he might be able to reclaim the Wings. And how to join the Guild? By talking to a Guild representative who's in the distant town of Meryod on official business (i.e., ripping off the clueless citizens). Buy new equipment at the Armor and Weapon Shops, pray to Althena's Statue, and depart for Meryod, which is just a coastal stroll away.

◀ Nall objects to being felt up by one of Reza's overly friendly citizens.



▶ The authors of this book do not in any way condone alcohol abuse. Know when to say when.

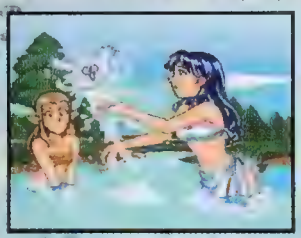
STORYCHECK

YOU'RE SOAKING IN IT

Here, you can take a bath in the luxuriant waters...but there's a catch: you need a bar of Soap. And the only place you can get Soap (outside of a bar you'll be given in Reza, and another you'll find in the Cave of Trial) is on the Hispaniola during your trip from Saith to Meribia. Cruel? Yes, but life is cruel. And if you've been obeying our commands in this walkthrough, you already have at least two bars. Talk to the bath attendant and say "Of course I do!" to have the men in your party take a scrub. You'll see a brief movie which features Kyle's mercifully blurred-out butt-crack. After the delightful dip, talk to the attendant again and say "Let the scrubbing begin!" to take a second bath, this one featuring Nash, who cruelly does *not* have a blurred-out butt-crack (and who *does* have the body of a 12-year-old female gymnast). You can take as many baths as you have bars of Soap, but you'll only see the same two clips over and over, so don't bother. Leave the Spring and walk north into the Meryod Woods.

RETROCHECK

SPRING CLEANING

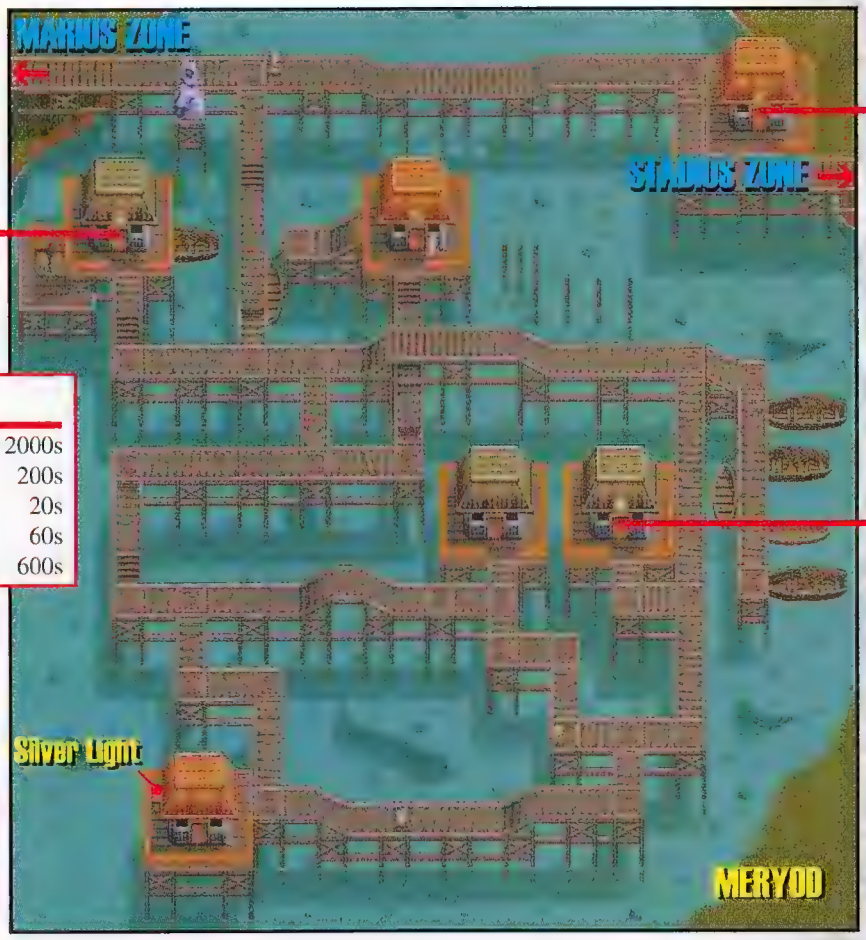


◀ The bathing beauties in the SEGA CD *LUNAR* are bikini-clad; in the PlayStation® version, they're buck-nekkid.

▶ In both the SEGA CD and PlayStation® versions of *LUNAR*, there are two Springs–one male, one female–and you need Soap in order to use them. The differences in the SEGA CD version are that Soap is cheaper and easier to purchase (a mere 250s at the Reza Thieves' Bazaar), and you only get one bathing picture per gender.

ANIMECHECK

ALTHENA'S SPRING (1 AND 2)



ITEM SHOP

Wrath Ring	12000s
Healing Nut	200s
Antidote	20s
Cleansing Water	60s
Angel's Tear	600s

WEAPON SHOP

Great Sword	9000s
Water Mace	7600s
Holy Bow	8400s
Sage's Cane	8600s

ARMOR SHOP

Steel Armor	2400s
Steel Shield	1800s
White Bracelet	1000s
Steel Helmet	1360s
Jade Hairpin	400s

STORYCHECK MERYOD BRIDGE IS FALLING DOWN

While it's quite enjoyable to tour Meryod and talk to its inbred inhabitants, you eventually need to trudge across the bridge at the north side of town. Unfortunately, you only make it about halfway across before the combined weight of the party causes the rotting wood to collapse. Alex crawls out of the water onto the walkway in the southeast corner of Meryod, leaving him to regroup with the others. Nash is in front of the Armor Shop; Jessica is in front of the house in the middle of Meryod; Mia is being sexually harrassed on the walkway just northwest of the central house; and Kyle is, perhaps unsurprisingly, inside the bar (walk north from Mia to find it).

◀ Alex binges on Krispy Kremes *one* time, and just look what happens...

▶ Mia receives an indecent proposal from one of the many Mongoloid men of Meryod.

STORYCHECK KYLE'S DRINKING BUDDY

As you enter the pub, a heavily inebriated Kyle greets you and points out the Thieves' Guild test-taker, whom Kyle has plied with booze. Try speaking with the completely wasted tester, then speak to Kyle for the scoop on getting into the Guild: you have to raid a place called Damon's Spire, take a special item from it, and give it to the Guild chief in Reza. Oh, one other thing: there's a secret word you need to gain entry into the Spire, and it's scribbled in the drunk dude's Old Notebook (which you gratefully snag). Off to the Spire you go, via the Meryod Woods.

◀ For the first time in Kyle's life, his ability to drink anyone under the table is a *good* thing.

STORYCHECK BEAT PLASTER MEL!

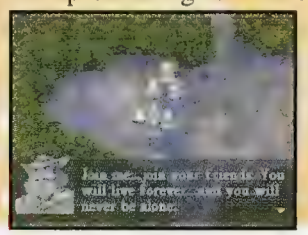
On your way back through the Woods, give Kyle a Star Light and a Healing Nut, and keep his HP and MP at their maximum by avoiding scuffles with the creepy-crawlies whenever possible. As you reach the clearing at the south side of the Woods, you make an amazing discovery: the statue of Master Mel! Kyle suspects something is wrong, and knocks Jessy out of the way just before Mel casts a spell which turns everyone to stone. A bewildered Jessica tries to break the spell, but can't, and falls into a deep depression. Mel proceeds to pitch Jessy on the joys of eternal petrification, and just about has her convinced. That's right about the time Kyle shatters the stone and talks a little smack before engaging Mel in battle. Use the Power Up spell in the first round, then use the Power Slash after that, and gobble the Healing Nut if Kyle is close to croaking.

Boss Stats

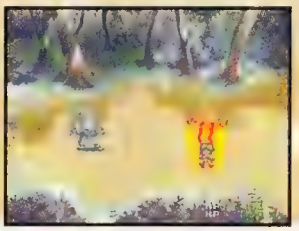
Hit Points	50xAL
Attack	3xAL
Defense	1xAL
Agility	1xAL
Wisdom	0xAL
Magic Endurance	0xAL
No. of Attacks	1
Range	25
Experience Points	0
Silver	0

AL = Alex's current level

"Mel" turns out to be Royce, who's very unhappy at Kyle's display of spell-breaking, and expresses her feelings before warping away. Kyle and Jessy share a moment of unguarded intimacy before Nall interrupts and prompts them to continue with the quest. Stop at Althena's Spring to heal your wounds at the statue inside the temple before proceeding to Damon's Spire.



◀ Mel tries to get his daughter stoned. Just say no. Jessy!



◀ Kyle pumps up his attack power shortly before smashing Mel.

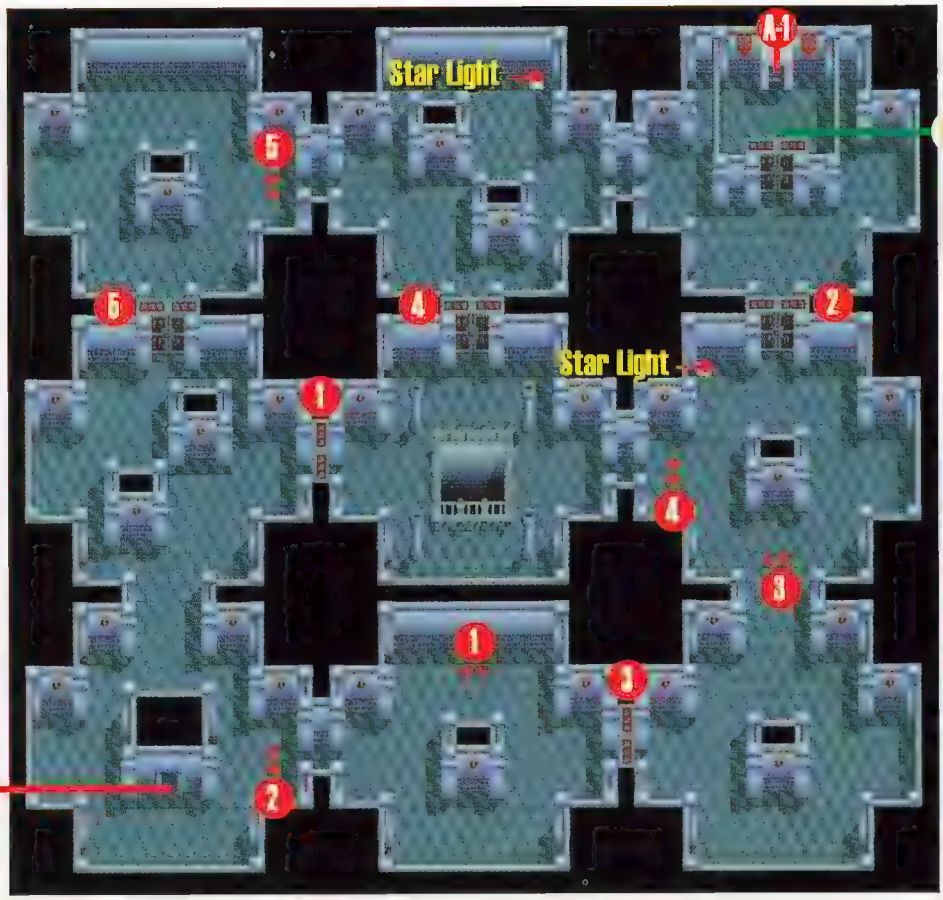
▲ Jessy realizes that beneath his puffed-out pecs, Kyle has a heart...and it belongs to her.

NOTHING BUT DUST

Damon's Spire is a frequent target of the Thieves' Guild, so the four chests on the first floor don't hold anything except mold.

PUSH LE BUTTON, OPEN LE DOOR

Each red "button" on the floor of the Spire opens a corresponding door. We've linked the buttons and doors on our maps with numbers instead of lines, because there were just too darn lines to see the maps underneath.



ELEMENTAL-Y, MY DEAR WATSON

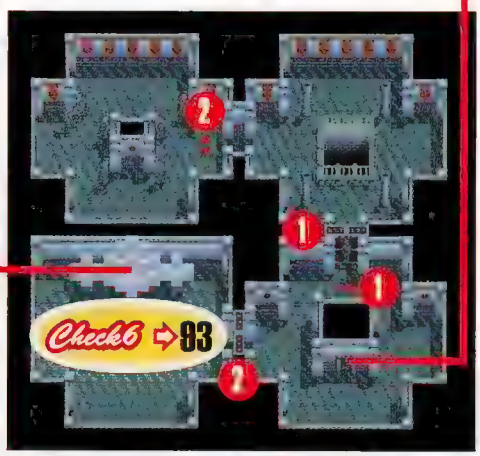
On the second floor, Nash and Mia's elemental spells (Thunder, Fire, and Ice) are the only attacks that harm the Bat Knights and Mummies.

ITEMS TO FIND

4 STAR LIGHTS

KEY ITEMS

ICE PENDANT
SAGE'S CLOTHES
SPIRIT BANDANNA



PUT THE SMACK DOWN

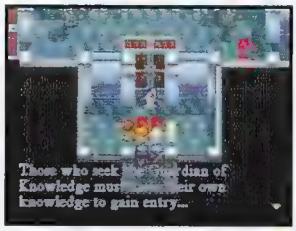
On the third floor, Alex's and Kyle's special attacks (Sword Dance, Power Slash, et cetera) are the only attacks that harm the Rufuses. On the fourth floor, everyone can attack the Kill Rollers...and they have to, 'cause the Rollers are extremely damage-resistant.

I CAN DO IT, YES I CAN READ

The tomes in the bookshelves on floors 3, 4, and 6 can be read *after* you speak to Damon at the top of the Spire.

Check1 ⇨ OPEN SESAME

As you arrive at the Spire and try to make your way inside, an old man appears and demands that you give him the knowledge he needs. The old man is, of course, Damon himself. Mia automatically reads the "knowledge" out of the Old Notebook, and Damon lets you through. Thanks, dude.



◀ Damon won't let you go nowhere, nohow, until you read him the magic words in the Old Notebook.

Check2 ⇨ POP QUIZ, HOTSHOT

Damon appears in front of the door to the second floor and asks the first of several questions you'll be posed on your way up the Spire. Mia knows the right answer, but choose "Nash says he can do it..." to slightly deflate the ego of our self-centered apprentice.

◀ Jessy makes a slightly sarcastic comment after Nash's incorrect answer.

Check3 ⇨ (DON'T) USE THE FORCE, KYLE

"What controls force?" queries Damon, and Nash knows the right answer (this time). Choose "I have to go with Nash..." Do *not* give Kyle a guess, because not only does he get it wrong, he also gets zapped down to a single HP.

Check4

PUKING PERSON

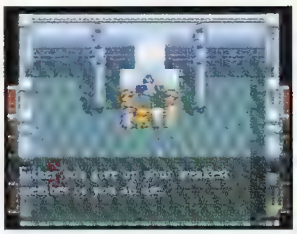
You find a very sick man in front of the stairs to the fourth floor, and while he begs Jessica for help, he's also an incredible jerk, which doesn't exactly sit well with Jessy. Either answer will do, but "Let him learn his lesson." is much more amusing to watch.

◀ Kyle shares a little too much information about his last Kaopectate moment.

Check5

A CHAIN IS ONLY AS STRONG...

This isn't a question as much as a demand: Damon wants you to get rid of the weakest member of your party, whoever it may be. If you dump anyone, you'll have to fight each of the four Spire monsters—fine if you want the experience, but make sure you have enough HP and MP first. The wiser method is to keep choosing the second answer ("Kyle can't leave!", "Jessica's not weak!", et cetera) until "We won't make anyone leave!" Damon commends your wisdom and reveals the stairs to the fifth floor.



◀ Damon gives you a very unpleasant choice to make...but it's just a test, remember?

Check6

CLAY IS THE WAY

Before you can chill with Damon and the other homiez, you have to mold a lump of clay into a "priceless treasure" per Damon's instructions. Let everyone have a crack at making something Damon considers worthy, although Alex's sculpture is the only one the old man approves; the others merely make you giggle.

◀ This screenshot inspired a great many amusingly obscene and completely unusable captions.

STORYCHECK

HEY MON, IT'S DAMON!

Damon knows why you're here—he *is* the Master of Knowledge, after all—and gives you the Thieves' Guide, aka The Way of Thieves. He also grants Alex and his pals permission to read all the books in the Spire (which you couldn't do until now, as they were magically sealed). Some of the books are "The Prophecies of Damon." The guy obviously likes to stay busy.

▲ The Master of Knowledge shows why he got the name the moment you enter his chamber.

▲ Damon does a little freelance divination on the side. Hey, us writers gotta pay the rent, too.

STORYCHECK

RETURN TO LENDER

Walk back to Meryod and return the Old Notebook to the Guild inspector, who's starting to recover from his drinking binge. He gives you a Silver Light as thanks. (This is the only time in the game you can return the Notebook; if you don't do it now, you'll be stuck with it for the rest of the game, and we don't want that, do we?)

◀ Return the Notebook and get a Silver Light absolutely free.

STORYCHECK YOU'RE A MEMBER (HUH-HUH)

Make your way back to Reza and enter the tavern. Chit-chat with Laike, then talk to the friendly barkeep, who takes the Thieves' Guide and gives the Thieves' Crest, which proves your membership in the Guild. It also gives you the ability to...drum roll, please...open all those freakin' locked chests! Another benefit: you can now venture into the Thieves' Market.

▲ Laike makes an uncharacteristically brief comment before returning to the business of chugging his beer.

▲ You have earned the greatest reward of all: you can walk freely behind the bar!!

STORYCHECK LITTLE LILY

On your way to the Thieves' Market, stop and say hello to Lily, the little pink-haired girl in the big, barren room. Talk to her until Jessy promises to play with her later. This makes Lily very happy...and considerably benefits you later in the game. Oh, if only we could tell you now. But we're cruel like that.

◀ Form a friendship with Lily now and you can callously cash in on it later.

STORYCHECK SIMPLY BAZAAR

Talk to the weapon "salesman" in the northeast corner—the same guy who stole your Wings oh-so-long ago. Though he's technically correct about not having to return them, he does so anyway, and even throws in a free bar of Soap. (You don't think it's because Kyle would beat him senseless if he didn't, do you? Nah.) Talk to the other salesmen while you're down here.

▲ Unfortunately for everyone involved, Kyle *did* spank the man's bottom.

▲ The Thieves' Bazaar does a brisk business in permanently-borrowed goods.

STORYCHECK LILY GO BYE-BYE!

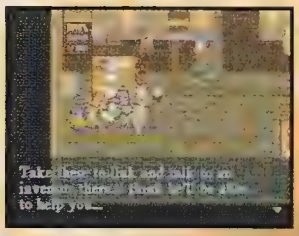
On your way out of the Market, you discover Royce trying to convince Lily to come with her to a "fun place," but there's nothing fun about a stinky dungeon. Just as you're about to save Lily's tiny heinie, her grandfather (the barkeep) shows up to see what's causing all the noise. This distracts you long enough for Royce to teleport away with Lily in her clutches. Uh-oh. The wicked witch also gives you a prediction of your certain death before disappearing completely. The only good thing to come out of all this is the fortune-teller's smack-talk, which clues you in that Ghaleon is targeting the Red Dragon next. The barkeep knows how to travel to its cave, and asks you to follow him to the Market. That's a mighty good idea, wethinks.

◀ Royce uses her limited charm to con the lonely Lily into coming with her.

◀ The barkeep might serve watered-down beer, but he's a good guy nonetheless.

STORYCHECK YOU HAVE ZE PLANS?

Follow the bartender to the Market and speak with him and his blue-haired friend. (Only in RPGs does blue hair occur naturally, by the way.) The friend gives you a Balloon Blueprint he heisted from someone in Iluk, which means you're headed there next...after taking care of some serious business.



◀ One of Reza's kinder, gentler thieves hands over the Balloon Blueprint.

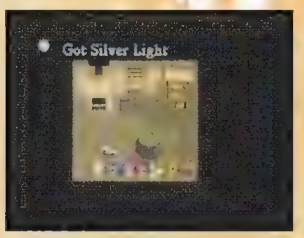
STORYCHECK LOOT THE LOCKED CHESTS!

With the Thieves' Crest in hand, you can return to places all over the world and open the locked chests you've had to pass up until now. Here's where to find all 12:

▲ Start out in **Reza**, behind the building on the west side of town, for a **Silver Light**.

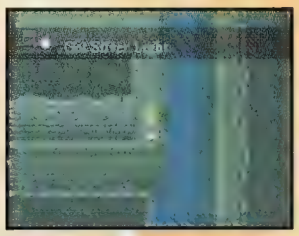
▲ Head for **Burg** and crack the chest in Ramus' bedroom for...a **Garbage Can Lid**. YES!!!

▲ Travel to **Saith** and enter the southwest house. The chest on the second floor has a **Protection Ring**.



▲ Walk to the **Sea Hag's House** and raid the chest in her basement for a **Silver Light**.

▲ Go to **Meribia** and enter the southwest house (in the middle of the group of three houses) for a chest with **1000s**. Yeah, money's okay.

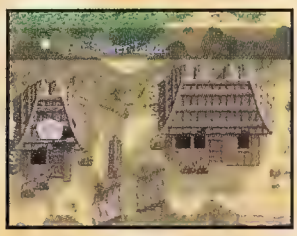


▲ Descend into the **Meribian Sewers** via Mel's Mansion. The locked chest at the lowest level has a **Silver Light**.

▲ Enter the **Cave of Trial** (via the tiny building in Vane) and open the chest on the second level for a refreshing bar of **Soap**.

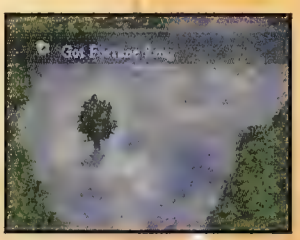
▲ Return to **Vane** and open the locked chest behind the northwest building for a **Devil Pendant**. Creepy.

▲ Go to Nanza and walk to the **South Mountain Pass**. The locked chest on the east "peninsula" has a **Silver Light** stashed within.



▲ Use the Wings and fly, fly away to **Lann**. Open the chest behind the northeast house for a **Silver Light**. Yawn.

▲ Take a trip to **Meryod** and open the chest behind the southwest building for a **Silver Light**. Whee.



▲ Our tour is almost at an end. Make thy way to the **Meryod Woods** and open the very well-hidden chest behind the tree in the northwest corner for a **Fortune Ring**. Make sure you have all your belongings as you step off the ride. Thank you.

ITEM SHOP

White Bracelet	1000s
Healing Nut	200s
Antidote	20s
Cleansing Water	60s
Dragonfly Wing	100s

BUT WE DIGRESS!

- ✯ The water tank and the giant pumpkins (in the botanist's workshop).
- ✯ The painting of Lemia Ausa (in the northwest corner of the pervert's house).
- ✯ The shelves (in the northwest corner of Shira's house).
- ✯ The dresser (in the northwest corner of the deep-sea diver's house, and only after you blow up his house).

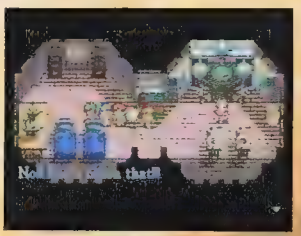
STORYCHECK FREAKSHOW!

There aren't many people here in Iluk, but every one of them is...uh...different. Take the man in the northeast house, who's an avid reader of "Hot Girl News." (Make note of where he's at, by the way, as you'll return to him later.) Even the old lady who greets you at the village entrance is a crackpot.

▲ Yeah, I bet he only reads Hot Girl News for the amusing and informative articles.

STORYCHECK THE BIG BANG

Go into the house on the west side of town (with the little girl standing in front of it) and talk to the inventor, who's creating a deep-sea diving bell. After he warns you not to throw the switch on the wall, you should do exactly that, simply to enjoy a massive explosion. Chat with the inventor and the little girl after the big blow-up to make Nall feel guilty about his mischievous actions.



◀ No, it's not very nice to blow up the guy's invention, but sometimes it's good to be bad.

STORYCHECK

BALLOONS AND BOTANISTS

Walk into the north house and talk to Shira, its only resident and Iluk's most skilled inventor. He's excited as heck that you found his Balloon Blueprint, but he doesn't have any way to repay your kindness...until Nall mentions that you need a ride to the Red Dragon Cave. Shira will gladly put together a balloon for you, but there's one crucial item he needs to make it fly: a giant insect called a Fluffy Bug. Of course, the Bug unfortunately happened to escape into the Iluk Field north of town. You can explore the Field and look for the Bug, sez Shira, but you need permission from the town's botanist first. Sho'nuff. Go down the stairs in the northwest corner of Iluk to find the botanist, who grants you permission to enter his field...but warns you that it's overrun with Puffy Bugs, which are frighteningly similar to Fluffy Bugs. The gate to the Iluk Field is now unlocked. Gulp.

◀ Hey, who cares if you guilted Shira into building a balloon? The point is, it worked!

▶ The kind old botanist gives you clearance to wander freely about his giant garden.

FIND THE FLUFFY BUG!

You've probably seen the Fluffy Bug appear in one or more of the battles against the Puffy Bugs, but it always ran away before you could do anything. But after fighting the Puffy Bugs in the northwest corner, you automatically corner and capture the Fluffy Bug. Coolness!

VIAGRA VEGGIE?

This particular carrot tastes very yummy, unlike the others (which you should also try eating several times for amusing messages).

KEY ITEMS

CRYSTAL BRACELET
HEALING RING
SPOOK HAIRPIN

ITEMS TO FIND

1 1500 SILVER

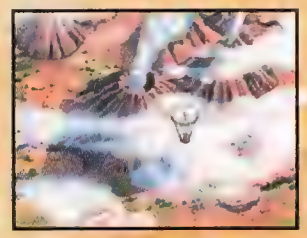
SPRINGY THINGYS

There are several springs built into the Field which allow you to catapult over the irrigation ditches. Try them. They're fun!

STORYCHECK SHIRA JUST WANTS TO PUMP YOU UP

Return to Shira's house and give him the Bug. After an overnight stay and a brief problem with inflation—I think most guys can relate—Shira's balloon is ready for lift-off. Make sure you have all the items and equipment you need before you talk to Shira and say "We're ready!" to soar to the Red Dragon Cave. Once you're there, you can't return to Iluk until you've found the beast.

▲ Nall has a hard time believing Shira's invention will get off the ground...

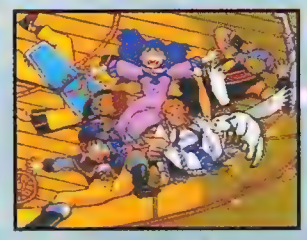


▲ ...but one lovely little cutscene later, you've flown to the home of the Red Dragon.

RETROCHECK INFLATION NATION

▶ The balloon-assembly sequence is considerably different in the SEGA CD version of *LUNAR*. Instead of retrieving a Fluffy Bug from a field, you're retrieving a Giant Root from a giant desert (unoriginally called the Eastern Desert). You're also not using the balloon to fly to the Red Dragon Cave; to get *there*, you need a magical item called a Rain Cloud. The balloon in the SEGA CD version is used to scope out the location of Damon's Spire, which is on a small island; to get *there*, you need to ride on the back of a giant turtle (!).

▲ The Man-Eating Plants eventually give up a Giant Root. (That, uh, *is* a root, isn't it?)



▲ Jessica's piloting skills in both versions of *LUNAR* are equally sucky. (No comment on her, uh, crash position...)

VOICES III

TOSHIYUKI KUBOOKA: ART DIRECTOR

Q. How do you feel about the remake of LUNAR?

A. The first LUNAR for the SEGA CD was not exactly a satisfying production for the staff, including myself, in many ways. When the chance came to do a remake, one of our themes was to see how close we could get to our original image of LUNAR. The ending of LUNAR for the SEGA CD was too simple, and I sensed this as a player of the game as well. Once you save Luna, the game suddenly ends. One of the big changes we made is after you save Luna, you go back to the town of Meribia. The player can chat with the people and enjoy the aftertaste of the game. Also, in the SEGA CD version, there was not much of an impression of the heroine, Luna. We tried to lead the story so that players could be more familiar with her spirit. I think the impression of Luna in the remake is much stronger.

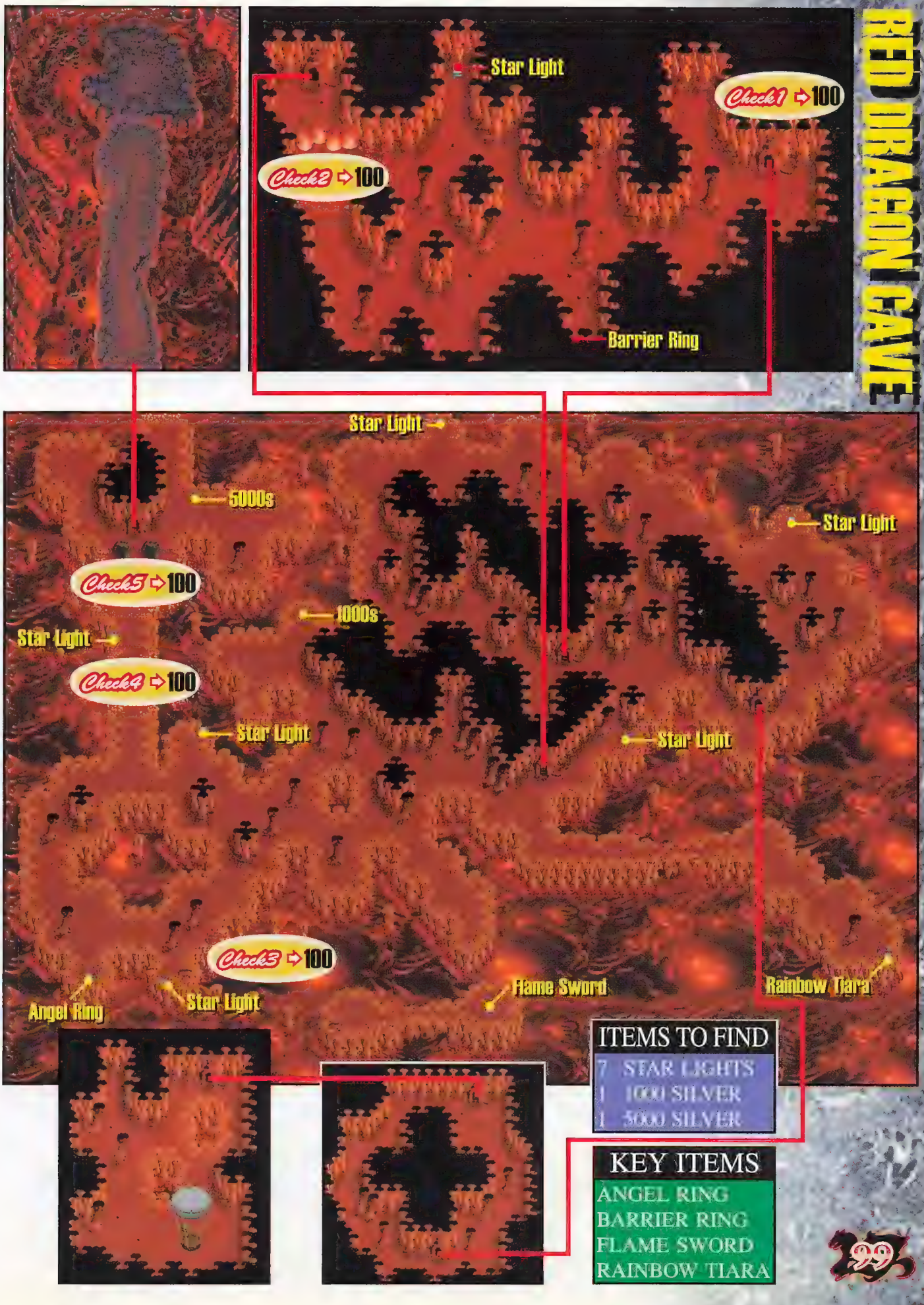
Q. Could you explain what inspired some of the character designs in LUNAR?

A. Alex was changed just a little bit for the remake. His image is that of the nomads of Mongolia. Mia has a strong image of a well-raised young lady. I tried to keep her design as simple as possible to portray her personality. The marks and designs used were from a Russian church image. Nash is also from the Magic Guild, and so he has similar symbols. His shoes are flamboyant and stylish, because he has a snobbish character, and I wanted to express that he likes to show off through his outfit as well. As for Kyle, I had a strong image of the role Val Kilmer played in the movie Willow. He is a bandit, and is also very masculine, and I personally think he is a very cool character. From the outfit Jessica wears, she seems like a calm person, but actually she is very active. Ghaleon was a character I struggled over. I recall starting to design from the image of his silhouette. I tried to make him look aggressive, giving an overpowering feeling.

Q. What do game players seem to enjoy about LUNAR?

A. Among the sampling I have done on my own, those who said they liked it, were fond of the entire world it holds, or the overall atmosphere, or the story. Among the negative opinions was that there is less liberty. The more you put importance on the story, the more the player's movements are restricted.

RED DRAGON CAVE



ITEMS TO FIND

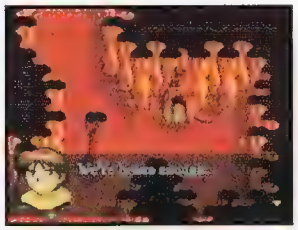
7 STAR LIGHTS
1 1000 SILVER
1 5000 SILVER

KEY ITEMS

ANGEL RING
BARRIER RING
FLAME SWORD
RAINBOW TIARA

Check1 ➪ THE RED DRAGON SPEAKS

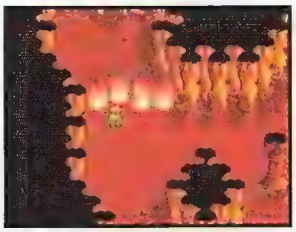
As you enter this section of the Cave, you hear a gravelly voice that says you have to demonstrate your bravery. (Well, okay, it's just text, but we can imagine the voice to be gravelly, can't we?) The voice also casts a healing spell on your party, which you probably needed by now. Disembodied voices are cool!



◀ ...we're smart enough, and dog-gone it, people like us!

Check2 ➪ WALL OF FIRE

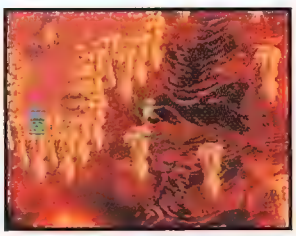
You have to walk through the flames to continue through the Cave. This is the demonstration of bravery that the voice mentioned earlier. Maybe it meant stupidity? It'll only do a touch of damage to your party, but it's certainly enough to wake you up (and make you wish you had stuff to make s'mores with).



◀ Alex wonders if his cape is flame-retardant (or if he's plain retarded).

Check3 ➪ EVERYBODY DO THE VOLCANO HOP!

Step onto the tiny cinder cone and a small flame bounces you over to a ledge with a chest containing the Flame Sword. Don't equip it until you're back in Lyton, however, because the Ice Sword unsurprisingly does more damage to the fiery inhabitants of the Red Dragon Cave.

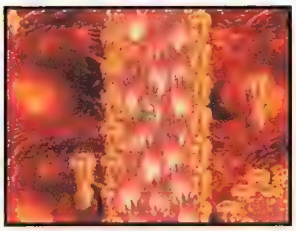


◀ Alex's latest and greatest weapon is just a hop, skip, and four long and potentially life-ending jumps away.

Check4 ➪ WHAT A BURN

▶ Royce likes her teenage victims flame-broiled, not fried.

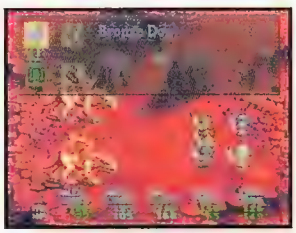
The first wall of fire you encountered didn't cause much hurt, but the pathway of flame near the end of the Cave certainly will. Sprint across it as quickly as you can, and be ready for a few fights along the way. At the end of the pathway, as you're rubbing aloe vera all over your toasted toes, you spot two statues on the stone pillars ahead of you. Save the game, open the chest, and walk forward to find Royce. Instead of fighting you fairly, she reanimates the "statues" and commands them to attack you. Isn't that just like an evil, heartless, ninny-ninny dumb-dumb poopy-head witch to do?



◀ Alex's dialog probably consists of the following: "Ow, ow, ow, ow, ow, ow, ow, ow, ow, ow, ow, OW!!"

Check5 ➪ BEAT THE BRONZE DOGS!

The winged doggy-dogs run hot and cold during the battle. Sometimes, they spontaneously burst into flame and attack you while they're on fire; sometimes, they extinguish themselves and attack in their "normal" forms. You have to adjust your strategies accordingly.



◀ When the Dogs are burning with anger, you're gonna be burning, period.

Check5 ➪ BEAT THE BRONZE DOGS! (CONT.)

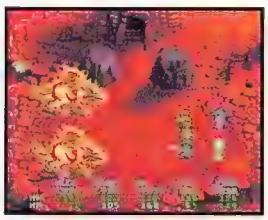
Alex should use Vigor in the first round, then the Sword Dance against either Dog. **Nash** shound use the Thunder Thrust, which does considerably more damage than the Thunder Bolt. **Mia** should use the Ice Wall or Blizzard, both of which score critical damage against the Dogs (especially if they're ablaze). **Kyle** should use the Power Up in the first round, then the Power Slash or Power Sweep (if both Dogs are in range). And cute little **Jessica** should use healing spells to keep everyone on their feet instead of face-planted with stars circling above their heads.

Boss Stats

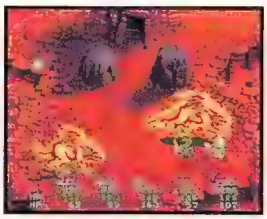
Hit Points	85xAL
Attack	3xAL
Defense	1xAL
Agility	1xAL
Wisdom	2xAL
Magic Endurance	1xAL
No. of Attacks	2
Range	40
Experience Points	2000
Silver	0

AL = Alex's current level

Attack 1 When a Dog is blazing with glory, he's going to use the **Heat Rush** attack, hitting every character in your party for a mild amount of damage. Bad dog! No biscuit!

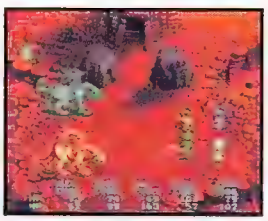


◀ These captions originally referred to "hot dogs."

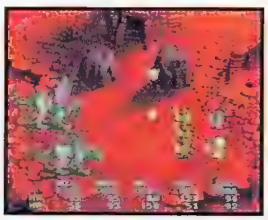


◀ The writer of said captions was executed. You're quite welcome.

Attack 2 When a Dog isn't on fire, he's going to use the **Fire Ball** attack, spewing three flaming spheres at one character for plenty of hurt. Or he might just march at a character and bite him twice for very modest damage. It's randomly determined which attack is used, y'see.



◀ When a Bronze Dog is chilling out, it might chomp on a character twice...



◀ ...or it might hock a trio of fiery loogies. Depends on the Dog's mood.

Check6 ➪ ROYCE BAILS, NALL WAILS

After you give the Dogs a bone, Royce compliments Alex's strength and warps away yet again, giving you yet another gloomy prediction of death and dishonor on her way out. Jessy detects a wisp of fear in Royce's voice, however, and thinks she's more afraid than arrogant. Open the final chest and walk into the Red Dragon Lair. Inside, you find...absolutely nothing (aka the contents of Howard Stern's brain). Just as you're about to leave, the Red Dragon suddenly pops into view. Well, technically, it's not the Dragon himself; it's merely his spirit, because his body has already been stolen by the Magic Emperor. The Dragon's spirit tells you that it was awakened by a song with magical power. Then it fades away to nothing. While Nall mourns the loss of Ghaleon's latest victim, Alex holds back the tears long enough to claim the Red Dragon Shield and earn the Dragon Anger spell.

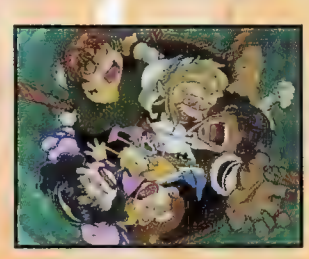
◀ "You've also grown a giant wart on your face...oh, wait, that's just your nose."

◀ The slightly chunky spirit of the Red Dragon passes along a little info before going bye-bye.

▶ Captain America would gladly give up a kidney to have a shield this cool.

STORYCHECK TERMINAL VELOCITY?

Leave the Lair and use Jessy's Escape Litany to warp to the second level of the Cave, then walk down the stairs directly behind you and climb into Shira's balloon. Unfortunately, Jessy's piloting skills suck when compared to her sailing skills, and you "land" in Reza, where quick-moving members of the Thieves' Guild cart off your wrecked airship without even checking to see if you're dead first. That's not very neighborly, is it? Laike and the Guild leader eventually show up to verify that all of you are breathing and none of you have shattered spines. Talk to the leader, who's depressed that you weren't able to find Lily, and then to Laike. He mentions that the bridge in Meryod is repaired, and that the Blue Dragon in the Stadius Zone should be your next target. A fine idea. While in Meryod, pay a visit to the pub and ask the singer for a demonstration of why the Vile Tribe *hasn't* kidnapped her, then visit the Weapon Shop and upgrade your stuff before foraging into the Stadius Zone.



▲ Alex and the gang manage to stay remarkably composed while staring into the face of death.

▲ "Here's the plan: we take the balloon now, and steal their wallets later."

▲ Laike's laughter at your misfortune reminds us of a Mel Brooks quote: "Tragedy is when I cut my finger. Comedy is when you fall into a sewer and die."

▲ If you live in Meryod and use "y'all" in every other sentence, you just might be a redneck.

RETROCHECK

LYTON LE DIFFERENCE

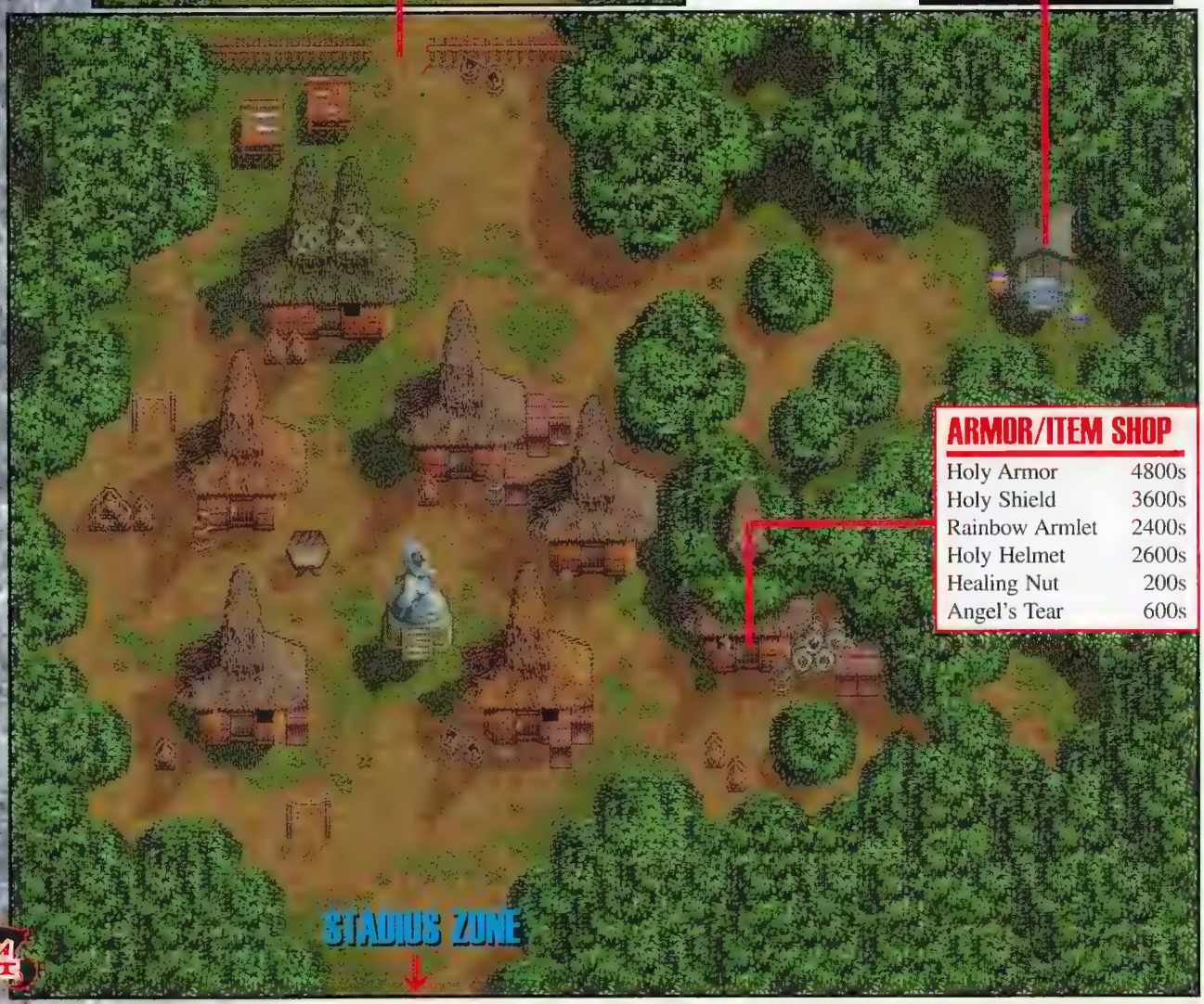
◀ In the SEGA CD version, you have to wade across a rocky river and plunge through a waterfall to find the Blue Dragon's crib.

▶ In both the SEGA CD and PlayStation® versions of *LUNAR*, the Blue Dragon Cave is near Lyton, but finding it in the SEGA CD version is much easier: you just walk across a river to the north and go through the waterfall. In the PlayStation® version, you have to explore Lyton Cave and fix the music before you can reveal the home of the Blue Dragon.

▶ In the SEGA CD version, there's a boss called the Brainiac at the bottom of the Blue Dragon Cave; after you defeat him, you experience a traumatic event involving Nash. In the PlayStation® version, there ain't no boss, and the Nash event doesn't occur until you reach Myght's Tower.

BUT WE DIGRESS!

★ The chicken on the table in the southeast house.
★ The fish on the tables near the entrance to Lyton Lake.

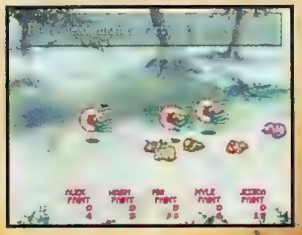


ARMOR/ITEM SHOP

Holy Armor	4800s
Holy Shield	3600s
Rainbow Armlet	2400s
Holy Helmet	2600s
Healing Nut	200s
Angel's Tear	600s

STORYCHECK FORGET THE FORBIDDEN FOREST

You probably noticed the forest located just to the east of Meryod, with Althena's Spring on the other side of it. Maybe you even tried to get through this forest, and noticed that the monsters dwelling within its lush greenery beat the hell out of you. That's because you're not meant to fight through this area yet, and for a long time to come. Don't worry, dear reader; we'll guide you back here when the time is right.

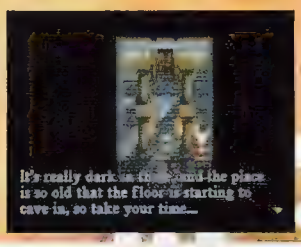


◀ Stay out of the Forest for now, or you'll be littering the ground with the bodies of your friends.

STORYCHECK TONE DEAF

As you walk into Lyton, your eardrums are assaulted and battered by horrendously off-key music. It's like someone took every junior-high marching band in the world and made them all play at once. (Okay, now we're merely exaggerating for comedic effect.) Enter the elder's house at the north end of the village and talk to him for the scoop. He explains that evil beasts with no appreciation for songcraft have infiltrated the Lyton Cave and screwed up the tune, which in turn has screwed up the lives of everyone in Lyton. He grants you permission to enter the cave and see what you can do. You don't even *know*, dude. Grab armor at the shop and enter the Cave; the old man at the door warns you about the questionable structural integrity of the floor (e.g., certain sections will collapse when you walk on them).

◀ The music of Lyton is right up there with the music of Michael Bolton in its ability to cause brain damage.



▶ The elderly gent makes you even more nervous than you already are. Thanks, dude.

VOICES IV
ISAO MIZOGUCHI: MUSIC ARRANGER/LYRICIST

Q. Could you explain your background in music?

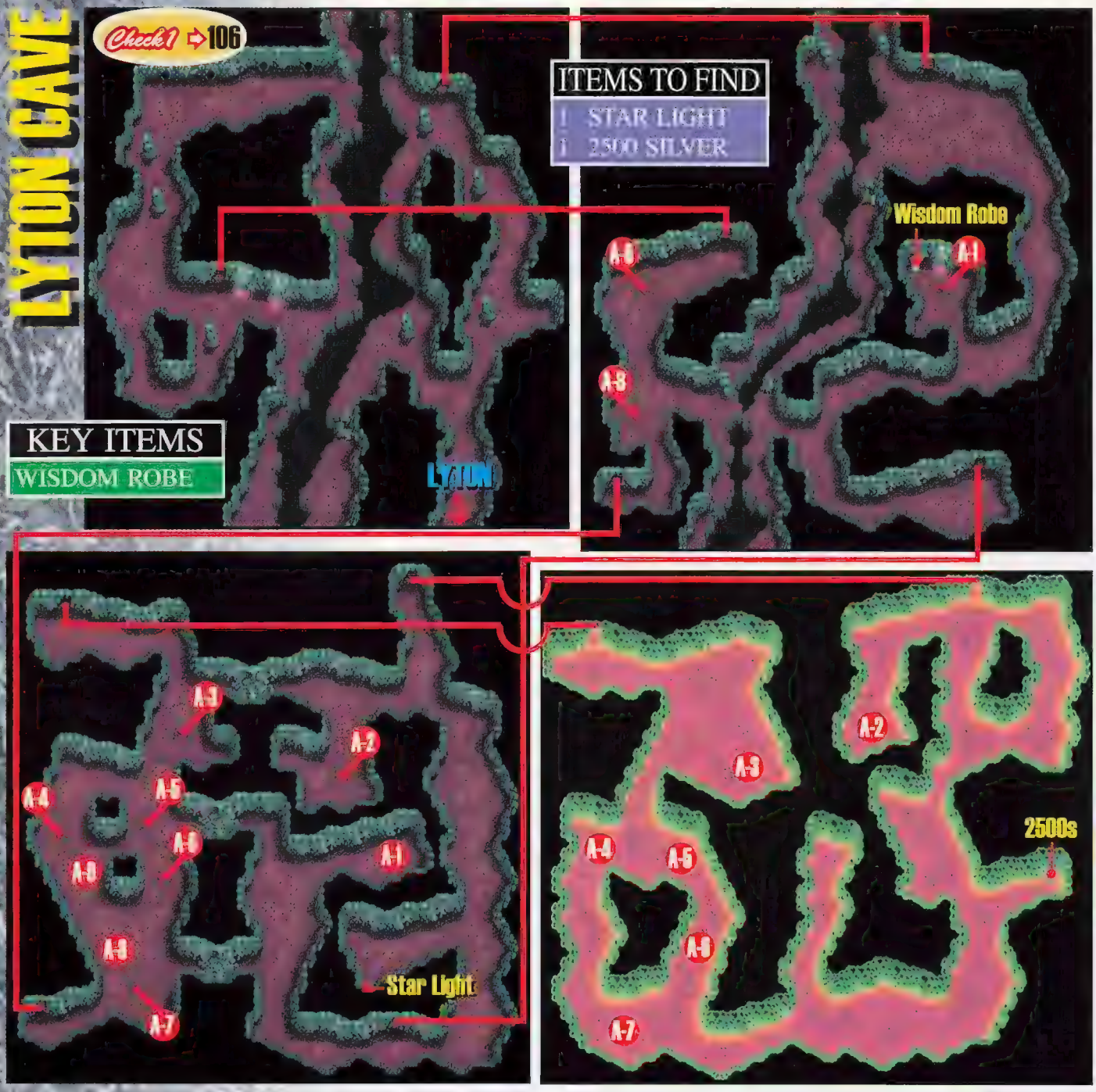
A. I am the CEO of the company TwoFive and the company seeks new possibilities for the new media. We could see that it was going to be the age of CD-ROM and we thought there would be a big possibility of great music. I have been involved in videogame music making since my late twenties. I myself would like something new which never existed before. Considering the music history between Mozart and Beethoven there was development of musical instruments in rock music, also there are distorters and synthesizers that are used to produce new music. For me also, as computer music progresses I would like to expand my originality. That's what I have been thinking...so I seek for something existing musicians do not have. For example, movies already have established music people, but the gaming industry needed us.

Q. Was there any particular method to your arrangement of LUNAR's music?

A. We used string instruments as the main instruments throughout. By using strings, the music's horizontal sense, and not the vertical sense of brass instruments, made the music with the "expansion of the field" feel, and the game sense that had a horizontal expansion. With every version we tried to perfect it each time.

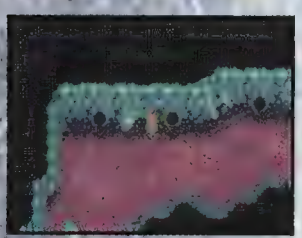
Q. Do you ever become frustrated by the large amount of time spent on creating LUNAR?

A. The very first LUNAR had a short clearing time. In those days there were a number of people who took the initiative in beginning the game, therefore, the feel of the product was not quite set. Starting with LUNAR II, this has narrowed Mr. Kubooka of graphics and Mr. Shigema of text writing. The world of LUNAR became clearer and provided a better concept. However, Mr. Kubooka's work, usually because of its high quality, takes a very long time to finish. However, if you play the game, you will recognize that we made it (the software) with love.



Check1 ➪

DON'T DRINK THE WATER



◀ This puzzle gives a new meaning to the phrase "rock and roll."

There are four holes in the wall, but only two rocks to plug them with, meaning you're gonna have to use Nash and Nall as rock substitutes. (You wish.) Push the left stone to the left, and the right stone to the right. After you put the first stone into place, Nall notices that the music sounds slightly better. Push the second one into place and the music is completely repaired. It doesn't have the timeless quality of, say, Led Zeppelin's "Feel Like Makin' Love," but it's certainly a catchy little ditty.

STORYCHECK RESPECT YOUR ELDER!

Return to Lyton's village elder and talk to him. He thanks you Elvis-style ("thank ya verra much") and tells you how to reveal the entrance to the Blue Dragon Shrine, currently submerged beneath Lyton Lake: two people in love have to stand on the lakeshore and sing a song which reflects the depth of their feelings for one another. Is that it? Pshaw. Walk north to Lyton Lake.

◀ Jessy's idea of romance is a candlelit dinner; Kyle's is leather chaps and body oil.

STORYCHECK LOVE SONGS, NOTHING BUT LOVE SONGS

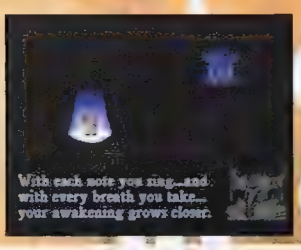
As you approach the lake, your party splits into two groups: Jessy and Kyle in one, Nash and Mia in another. Talk to Jessy or Kyle first (the dialog is different, depending on which you choose) to give them a chance to reveal the Shrine with their crooning. While Jessy can almost carry a tune, the noise coming out of Kyle's throat more closely resembles a flatulent donkey than a singing voice. Talk to Nash or Mia next (again, the dialog will vary with your choice); their attempt is also very, very bad. If you want it done right, do it yourself. Strut onto the pier and choose "I...I'll play our song." to toot the tune you and Luna were going to play at the Burg Festival.

◀ Jessy and Kyle's cover of Roxette's "The Look" doesn't have an effect on the Shrine...

▶ ...but Alex's gut-wrenching rendition of Althena's Theme most certainly does.

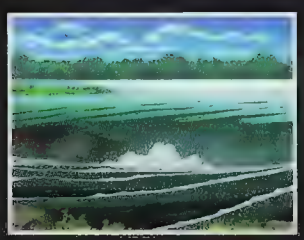
Even though she's encased within the walls of the Grindery, Luna "hears" your song with her heart...and starts to sing herself. The other prisoners, initially thinking their cellmate has misplaced her marbles, soon feel the soothing power of the song and harmonize with Luna. The resulting racket rousts the Three Witches, who teleport into the cell and try to shut up their captives, to no effect. Actually, only Xenobia and Royce are put off by the melody; Phacia enjoys the song, and scolds Xenobia for dissing the singers. A little family dysfunction on display?

◀ The Three Witches are a pretty tough crowd.



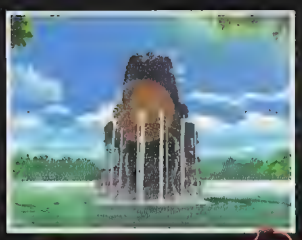
▶ "Every step you take, Luna...every move you make...I'll be watching you."

ANIMECHECK BLUE SHRINE REVEALED



EXT. – LYTON LAKE

The camera PANS upward along the shore of the lake until we see the water. A giant WHIRLPOOL is swirling around a CHURNING center of white foam. Slowly, something EMERGES from the center of the whirlpool: the stone entrance of the Blue Dragon Shrine. CUT to CLOSE-UP of the top of the entrance, then ZOOM OUT to show the structure.



BLUE DRAGON SHRINE

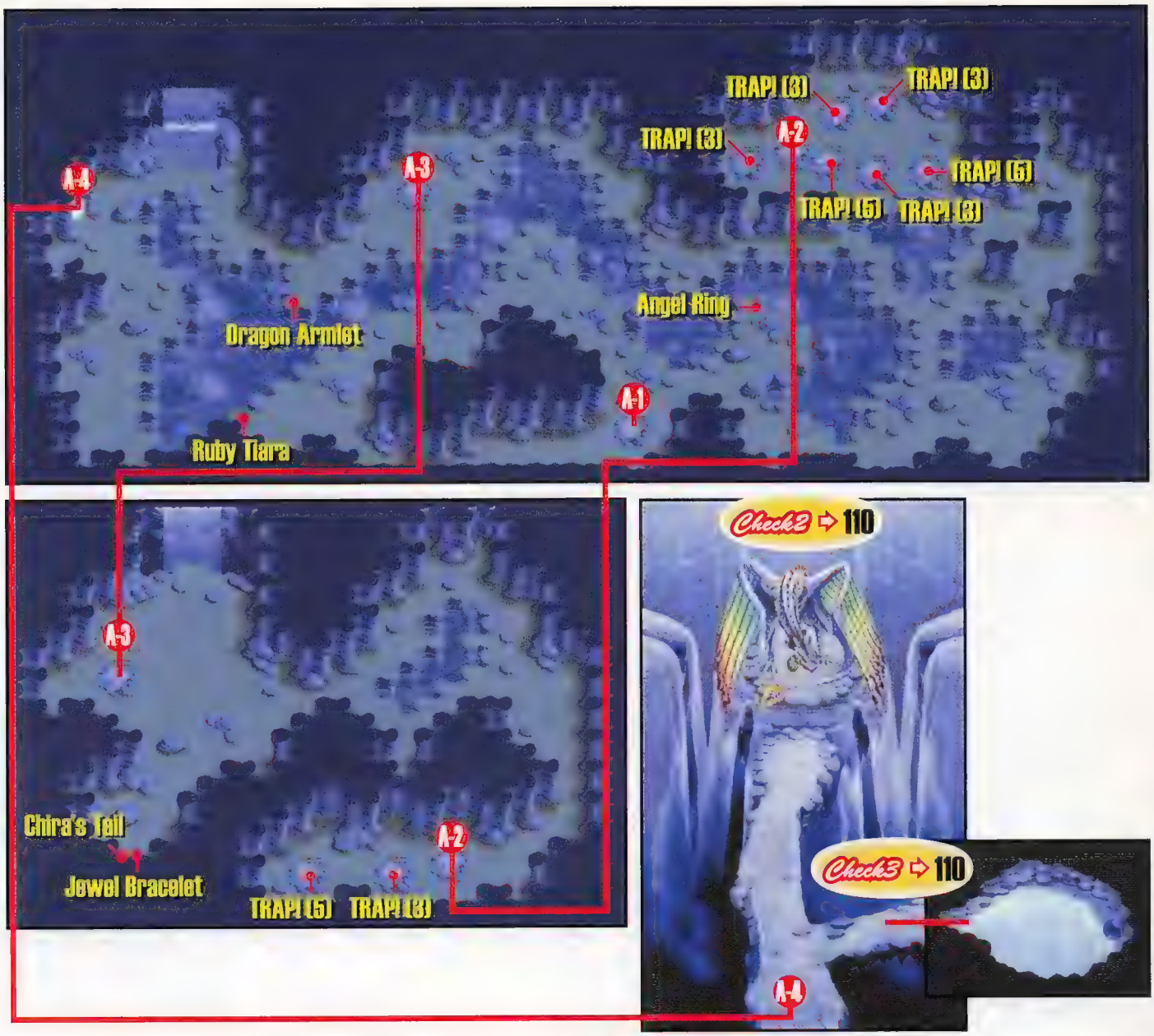
ITEMS TO FIND

1 ANGEL'S TEAR
1 3000 SILVER

KEY ITEMS

ANGEL RING
CHIRA'S TAIL
DRAGON ARMLET
JEWEL BRACELET
RUBY TIARA

Check1 ⇨109



Check1 ⇨

FOOL'S POOLS

As you enter the Shrine, you see a pool of water. There don't seem to be any doors or other ways into the Shrine, so your party naturally assumes that the pool is the way inside. Guess what—they're right. There's the requisite catch, of course: some of the pools don't take you anywhere, but instead force you to fight a group of three or five Water Elementals. (The numbers next to the TRAP! messages on our maps tell you how many are in each pool.) You might want to probe the booby-trapped pools simply to boost your levels, although they'll shoot up a few during your battles against the regular beasts. A pool with Elementals inside dries up after you kill its inhabitants.

◀ Well, there's *something* in there, but I wouldn't call it magic (unless bodily functions are magical)...

◀ Water, water, everywhere, and not a drop that isn't trying to kill you.

Check2 ➪ CASUAL CREATURE

Walk forward in the dark chamber until you meet the exceedingly laid-back Blue Dragon, who's been asleep for so long that he mistakes Mia for her mother. He also mentions being awakened by a voice, and notes that Althena's voice couldn't do that anymore...but he declines to go into further detail. We hate secrets! You keep trying to explain to him what's going on with Ghaleon, but he keeps talking over you, and explains that reaching the Blue Dragon means you've passed the Trial. One brief earthquake later, he's opened up a previously hidden passage to the Blue Dragon Helmet. Walk back along the path and east into the new room.

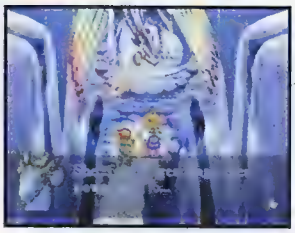
◀ The Blue Dragon had a burgeoning career in stand-up before becoming one of Althena's protectors.

▶ Oh, indeed it is, Nall. That and the precursor to a very bad event.

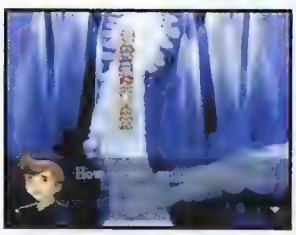
Check3 ➪ CAPTURED CREATURE

As you take the Blue Dragon Helmet, the ground shakes and you hear a nasty noise coming from the Blue Dragon's lair. Return there to find BD missing and Phacia at the scene of the crime. She explains the plight of the Vile Tribe and why they're helping the Magic Emperor on his mad mission to rule the world. She also says that Luna is fine, and won't be harmed if you stop sticking your schnozz in Ghaleon's business. Hey, she's pretty reasonable for a crazy witch. Just when you think the excitement is over, the Blue Dragon's spirit pops onto the screen. BD knows why this is happening (but doesn't explain it!), and he begs Alex to become the Dragonmaster before fading out. Leave the Lair and Nash questions how you can defeat Ghaleon when he's already captured three of the four Dragons. Maybe that's too good a question. Use Jessy's Escape Litany spell to get the heck outta the Shrine.

◀ Phacia uses the same line every kid going through puberty uses on their parents.

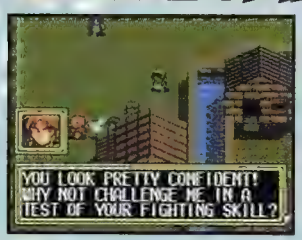


▶ Her power was logy? Her power was loquacious? Her power was logarithms?! I guess we'll never know...



◀ Nash wonders aloud how you're going to avoid being gibbed by Ghaleon. Let's pretend we didn't hear him.

RETROCHECK WILDER TAMUR



◀ Alex's encounter with Tempest in the SEGA CD *LUNAR* is much less dramatic than the PlayStation™ version; you also don't get to control the fight. Lame-O.

▶ In the SEGA CD version of *LUNAR*, there's no such monkey as Tamur Pass; you just walk right into town without encountering Xenobia (and without being saved by Tempest). In Tamur itself, the fight between Alex and Tempest isn't provoked by anything, as in the PlayStation™ version; you just meet him in the northwest corner of town and accept his challenge to rumble.

▶ In the SEGA CD version, the pipes in Myght's Tower are filled with holes that drop you back down to the entrance. The PlayStation™ version's pipes are just as complicated, but there ain't no holes. Another SEGA CD difference is that Ghaleon himself makes an appearance at the top of the Tower.

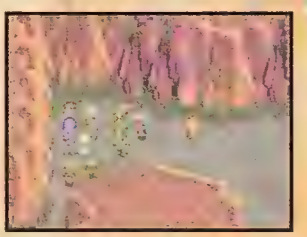
XENOBIA ATTACKS!

Save your game and say your prayers before squeezing through this gap, because the big-breasted B-word waits for you on the other side.

ITEMS TO FIND	KEY ITEMS
1 ANGEL'S TEAR	CHIRA'S TAIL
1 HEALING NUT	DARK HELMET
1 STAR LIGHT	WIND CANE

STORYCHECK HORSE-RIDIN' HEROES

After collecting the final treasure (which should be the Wind Cane), use items to restore your HP and MP, and head for the southeast exit. You're intercepted by Xenobia, the most heinous of the Three Witches. She sics three Carapace Knights and one Dark Sorcerer on you. Beat them up and Jessy talks some smack to Xenobia, who doesn't take well, and sends four Knights and two Sorcerers after you. How amusing. Defeat this second posse of people and Xenobia brings on a third batch of buff beasts to finish you off. Then, a sudden and wonderful event: a flurry of explosive arrows kills the monsters. After an enraged Xenobia splits, you take a look at your saviors: a man and woman on horseback, who ride away after nodding in your direction, and before you can thank them.



◀ Movie cliche. Two words. First word: "Oh..." Second word: too naughty for print.

▶ "I am Tempest. This is my woman, Fresca. These are our horses, Bumpy and Mange. Any questions?"

A HORSE IS A HORSE

You should examine the horse and speak to its trainer to learn about the special relationship between the Prairie Tribe and their pretty ponies.

ARMOR SHOP

Silver Armor	9600s
Radiance Clothes	5600s
Saint's Robe	7200s
Spirit Robe	12400s
Dragon Armlet	3800s
Lucky Bandanna	2800s

WEAPON SHOP

Great Sword	4800s
Wind Sword	3600s
Judgment Mace	2400s
Holy Bow	2600s

ITEM SHOP

Protection Ring	12000s
Healing Nut	200s
Antidote	20s
Cleansing Water	60s
Holy Water	100s
Angel's Tear	600s

STORYCHECK

HOOK UP WITH LAIKE!

Buy new equipment at the well-stocked weapon and armor shops and talk to the folks in town. Make note of the sleazy dark-haired guy who asks you to lie about his powerful medicine. Walk to the north end of Tamur and you encounter Mr. Ratty Beard himself, the adventurer Laike. He doesn't know where to find the Black Dragon, but he knows how to get you airborne again: by speaking with a strange old inventor named Myght who lives nearby. The catch is that he's not good in group situations, so Laike can only take Alex along. If you're ready, and you should be, say "I'd love to go." Everyone else heads for the bar for some liquid refreshment while you and Laike head north. (If you turn Laike down, he goes to the bar to wait for you to change your mind...and you will, because you can't progress in the game without him.)

◀ Ignore the man's evil request to mutilate yourself for cash.

▶ Laike espouses the best philosophy in the history of mankind.

◀ "As long as you promise to give me a big hug." (This caption written while under the influence of NyQuil.)

MYGHT'S TOWER

ITEMS TO FIND	KEY ITEMS
1 HEALING NUT	BARRIER RING
1 SILVER LIGHT	CRYSTAL SWORD
1 500 SILVER	

ASTRONOMY SYMBOLOGY

To get through this room, you have to walk through the doors in a specific order, and the clue on the wall poster isn't much help. To put it bluntly, walk this way: planet, star, sun, moon.

IT'S NOT WHAT YOU KNOW...

If you came here before joining up with Laike, the guard refused to let you climb the stairs. But in the company of the Bearded One, the guard lets you right through.

ANIMECHECK MYGHT'S IRRITATION

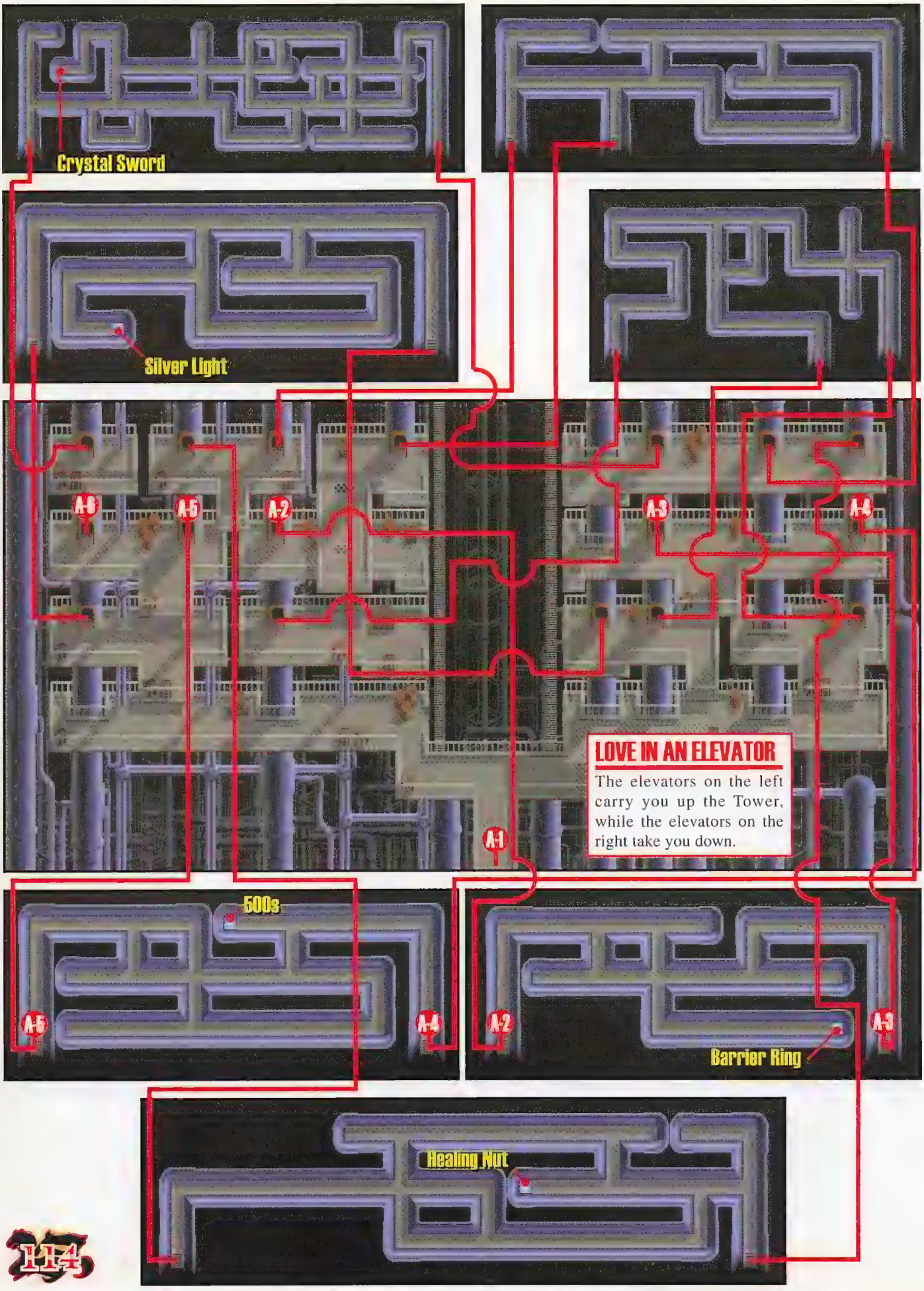
INT. – MYGHT'S TOWER

MYGHT turns from the blueprint he's reading on his desk, arching an eyebrow as he sees ALEX (the entire scene is from Alex's POV). He holds a magnifying glass up to Alex's face for a closer look (at Alex's pores?), then squints with anger.

MYGHT (cranky)
Is there something wrong with your eyes?

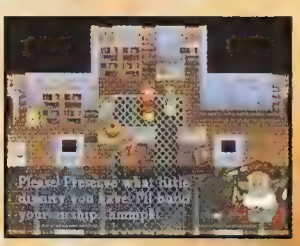
Didn't you see the signs warning about the cranky, stinky, rude genius? Well, that's me, Myght! I hate noise, interruptions, and people! You're trespassing! Go away!

Myght turns back to his blueprint and cuts loose with a JUICY FART as we FADE OUT (or should that be PASS OUT?).


Crystal Sword
Silver Light
A-6
A-5
A-2
A-3
A-4
A-1
LOVE IN AN ELEVATOR
The elevators on the left carry you up the Tower, while the elevators on the right take you down.
500s
A-5
A-4
A-2
A-3
Barrier Ring
Healing Nut

STORYCHECK STINKY LITTLE MYGHT

At the top of the Tower, Laike introduces you to Myght, who very quickly catches on that you want him to build an airship. After putting up some fairly mild resistance, he agrees to do the work. Laike then passes along a "rumor" that the Black Dragon is in the Grasslands south of Tamur. While the two old men catch up on old times, walk through the northwest door, which is an express chute back down to the entrance.



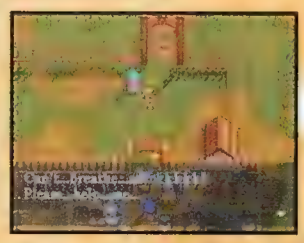
◀ The best inventor in the world can't whip up a little deodorant for himself? Maybe he just *likes* to stink...

STORYCHECK FRONTIER JUSTICE

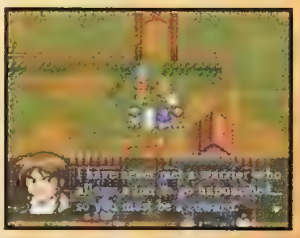
Return to the bar and talk to Jessy and Kyle (who are bonding by getting wasted together) and Mia, who's wondering where Nash went. As if on cue, or a program command, he runs into the bar. Kyle asks where he's been, but Nash changes the subject and mentions the hubbub in the Tamur town square.

◀ Don't you think Jessica's getting just a little too excited about her strawberry margarita?

As you enter the north side of Tamur, you find a man being hung (around his stomach instead of his neck!) and on the verge of death. A close look will reveal that it's the dude you met earlier who was selling fake "medicine." Another close look will reveal that the people hanging him are the same people who pulled your arse out of Xenobia's fire at the Tamur Pass. Choose "We have to help him!", because it's the only morally correct choice. Alex rushes forth and cuts down the criminal, who runs away while simultaneously wetting himself. Your rescuers are not pleased, and the guy (named Tempest; his chickie-girl is Fresca) calls Alex a coward. He demands that Alex fight him to prove his bravery, and Alex gladly accepts.

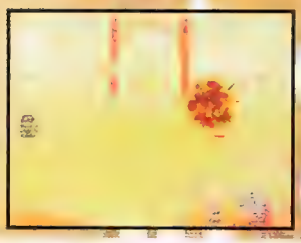


▶ Hanging someone by the stomach won't result in death, but will result in nasty rope burns.



◀ Tempest talks smack, so Alex has to talk smack right back.

In the fight, use Vigor in the first round, then the Sword Dance. Tempest will usually attack you with the explosive Flash Arrow, but if he uses two regular arrows instead, you'll barely be scratched. Unless your experience level is really low (which, considering your recent journey into the Tower, is doubtful), this'll be a breeze.

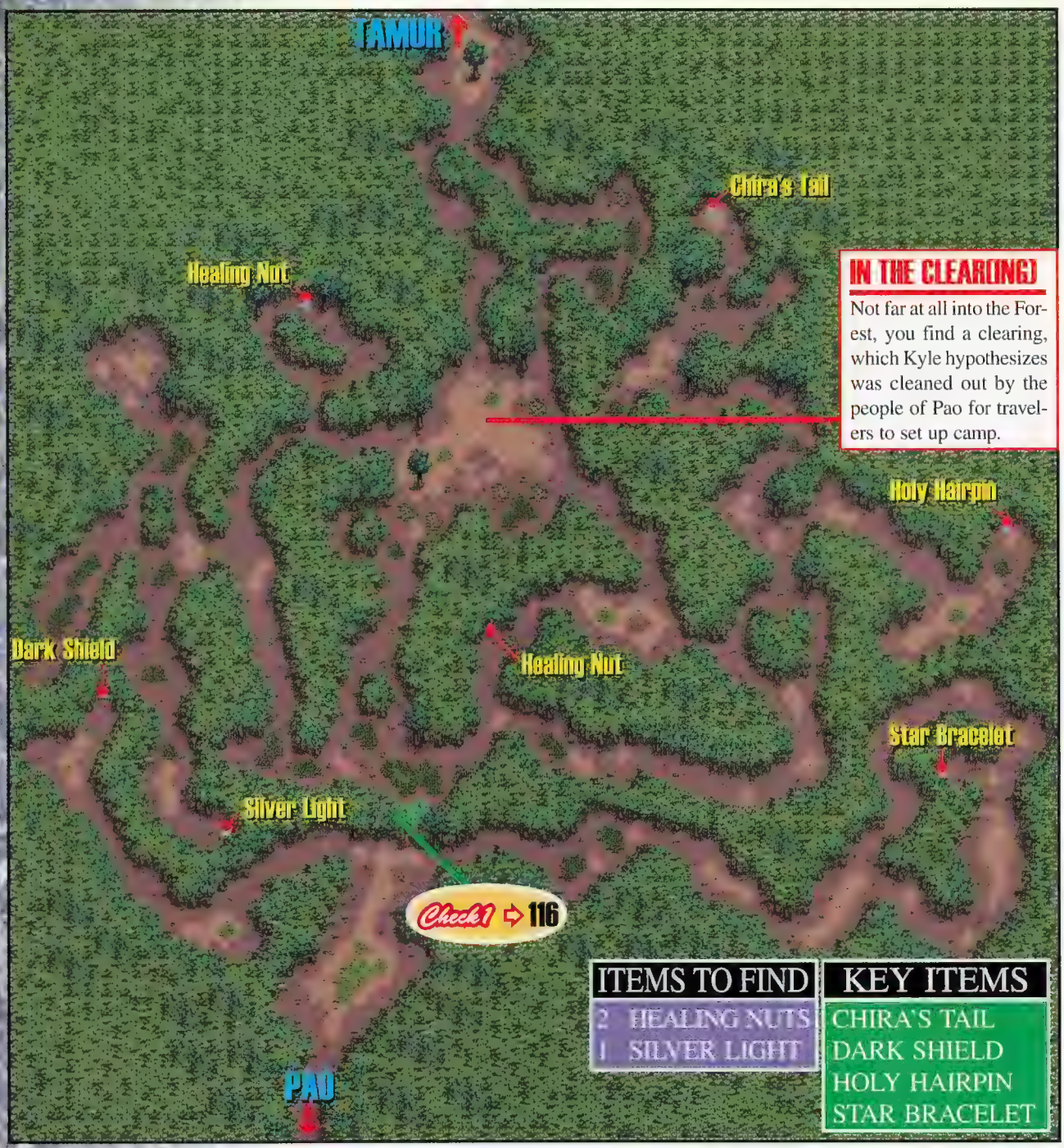


▶ Poor Alex thought Tempest wanted to arm-wrestle, not shoot exploding arrows in his face.

STORYCHECK YOUR NEW BEST FRIEND

▲ "Little did they know I'm the biggest girlie-man in the entire village. Suckers."

After besting him in battle, an impressed Tempest explains why he's here: a singer from the Grasslands was captured by the Vile Tribe, and he and Fresca are looking for her. Learning that you're on the same kind of quest, Tempest hands over the **Dragon Necklace**, a symbol of bravery he hopes will bring you good luck. An observant notices just moments after Tempest's departure that the necklace closely resembles...the Black Dragon! Time to catch up with Tempest, which means following him into the Grasslands. Walk north out of town, then travel east and south into the Forest of Illusion.



Check1 ⇨ KYLE PROBES THE BUSH, ALEX PITCHES A TENT

◀ Cramping legs...bloated feet...dear God, no! Mia is retaining water!! Someone call a personal trainer!

At this location in the Forest, Kyle closely examines the strange patch of trees, almost certain there's a way through, but he's unable to find anything. Hmmm. When you return to the clearing after this discovery, one of the other party members suggests making a camp. You can agree immediately, or keep turning them down to get Alex more and more upset. (You *will* have to agree eventually, however.)

STORYCHECK KYLE AND JESSY: ON AGAIN?

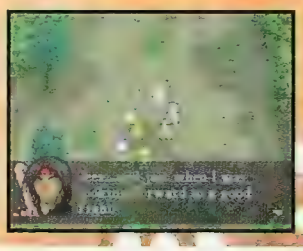
As everyone settles down in the clearing, Nash shares his theory that magic is being used to seal the exit. Nall, Alex, and Mia nod in agreement just before passing out. Meanwhile, Jessy talks sweetly to Kyle about the Blue Star, and is about to ask him to resume their torrid love affair...but when he starts to snore, Jessy quickly changes her mind. During the night, Alex has a dream of blood and Luna...

◀ Jessy wants to pour some gasoline on her old flame...but she and Kyle are more like oil and water.

STORYCHECK HERE'S YOUR WAKE-UP CALL

Alex and company (except for the comatose Kyle) are rousted from sleep by two strangers who demand to know why you've trespassed in the forest of the Prairie Tribe. They're about to beat you down when the male stranger notices you're wearing Tempest's necklace, which they call (do ya see it coming?) the Black Dragon Pendant. Now that they know you have connections with the Big Man, they hail you as friends of the Prairie Tribe and hand you a VIP card. Upon this news, the "sleeping" Kyle opens his eyes and expresses his disappointment about not getting to rumble. Awww.

◀ We're, uh, licensed underwear inspectors! Pull down your pants at once!



▶ The bloodthirsty Kyle pouts when the Prairie Tribe grants you their friendship.

STORYCHECK CLEAR-CUTTING THE FOREST

Follow the villagers to the south and to the weird patch of trees Kyle noticed the previous day. They cast a spell to make the trees forever disappear. Don't forget to loot the last two chests in the Forest before heading to Pao, because they have some groovy items. Yeah, baby, yeah!

◀ "They quite recently replaced the batteries of their hearing aids."

RETROCHECK FORTRESS, CAVE, WHATEVER

▶ In the PlayStation® version of *LUNAR*, the Black Dragon Fortress is located just outside Pao. In the SEGA CD version, the Black Dragon Cave (not a fortress) is located in The Frontier. What SEGA CD players *did* find near Pao was Grimzol's Cave, populated by Mr. Grimzol, who held the Seal of the Goddess. You had to kill Grimzol for the Seal and give it to the village elder in order to receive passage to The Frontier (which wasn't via balloon, but another dungeon called the Dark Cave).

◀ What's an Inca God doing in a place like this?

▶ The SEGA CD's village elder needs a magical seal to get the girls walking upright again.

ITEM SHOP

Healing Nut	200s
Star Light	1000s
Angel's Tear	600s
Holy Water	100s

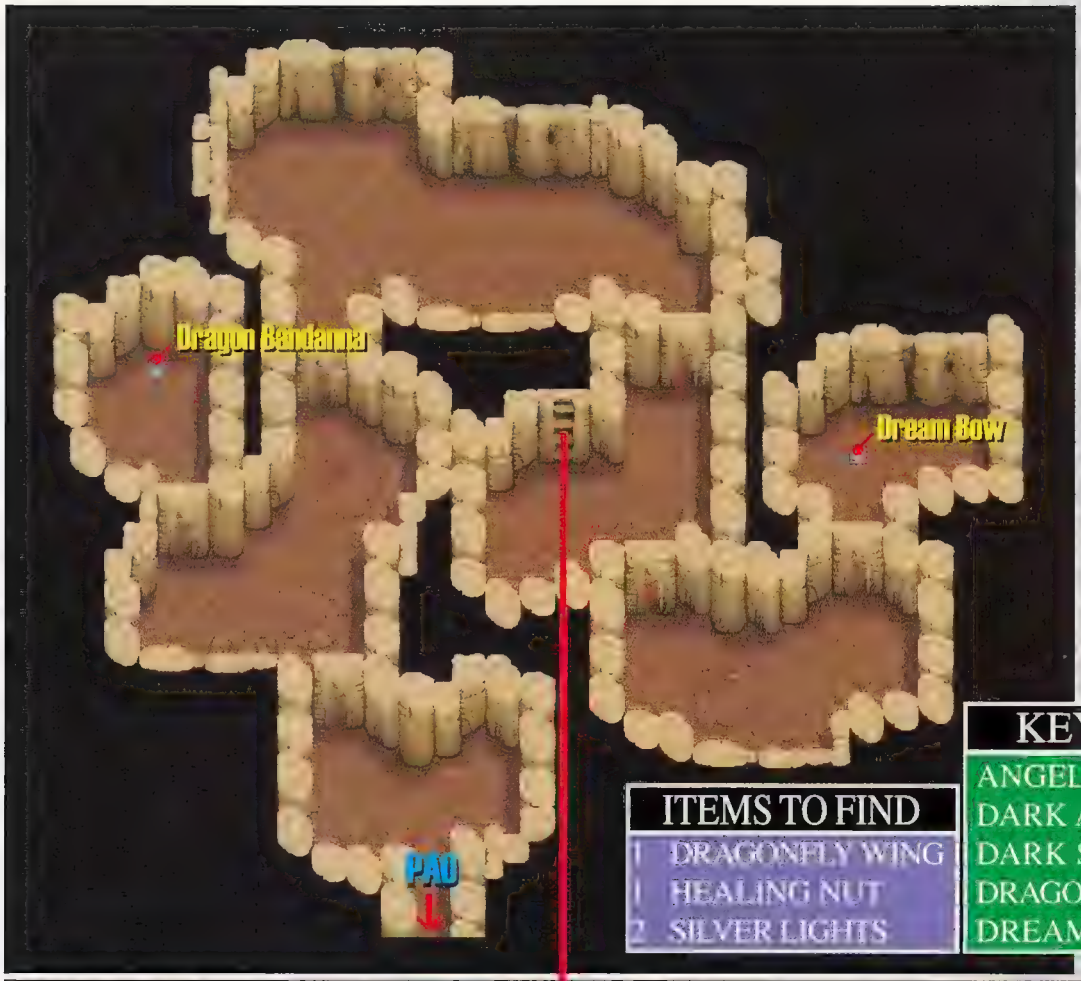
STORYCHECK HITTING A SOUR NOTE

Enter the teepee in the southeast corner of the village and speak with Tempest. You ask him about the Black Dragon, and he says that his nomadic people are sworn to protect its Fortress. Alex gives back Tempest's Necklace 'cause he's cool like that. Tempest suggests you leave the village ASAP—but that's when the Black Songstress starts to croon her evil tune, sending Jessy and Mia into convulsions. Fresca runs into the tent and announces that she's found the Black Songstress inside the Fortress...then she passes out, too. Filled with furious anger, Tempest charges into the Fortress. When you try to follow Tempest inside, you're stonewalled by the guard. Go into the elder's tent (the big one at the north end of the village) and talk to her. She grants you permission to enter the Fortress. Right on.

◀ Jessica upchucked all over Kyle's shoes immediately after this picture was taken.

▶ Not even Kyle's meanest look will get you into the Black Dragon Fortress without permission.

BLACK DRAGON FORTRESS

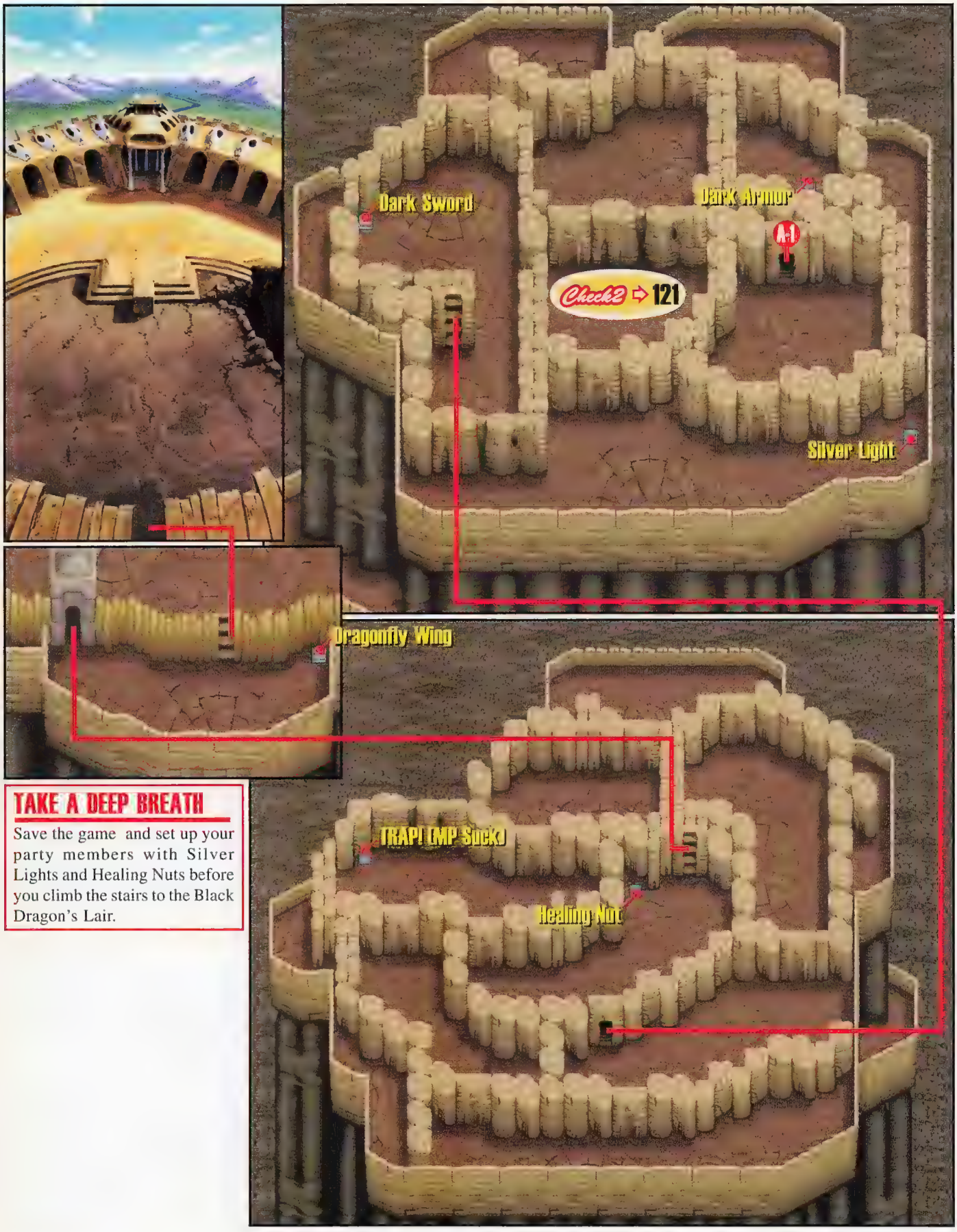


ITEMS TO FIND	
1	DRAGONFLY WING
1	HEALING NUT
2	SILVER LIGHTS

KEY ITEMS
ANGEL RING
DARK ARMOR
DARK SWORD
DRAGON BANDANNA
DREAM BOW

MAGIC POINTS SUCK!

Several of the chests in the Fortress are "MP suckers" which steal away half the MP of every character when they're opened. Thus, don't open them.

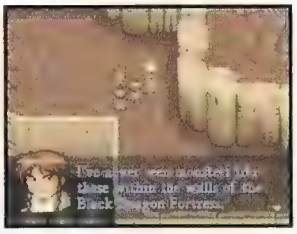


TAKE A DEEP BREATH

Save the game and set up your party members with Silver Lights and Healing Nuts before you climb the stairs to the Black Dragon's Lair.

Check1 ➪ TEMPEST IN A FORTRESS

It's boy's night out as you enter the Fortress, and you gain a fourth boy when you catch up to Tempest. He'll only stay with you as long as you stay in the Fortress; if you try taking him back to Pao, he ditches you and returns to this spot. (Being a forgiving sort, he'll rejoin you when you return.)



◀ Tempest expresses shock and dismay at the new residents of the Fortress.

Check2 ➪ LISTEN TO YOUR HEART

The Black Dragon appears above your head in spirit form only, because his body has already been jacked by the Magic Emperor. He wants you to destroy his body before the Black Songstress uses it for evil. The Dragon also gives Alex the Black Dragon Armor, but he's not a Dragonmaster yet; he needs to find the purity in his heart to pass the final Trial.

◀ The Black Dragon bestows his Armor upon Alex...but he ain't a Dragonmaster just yet.

Check3 ➪ A DRAGONMASTER IS BORN!

As you enter the Lair, you learn what you probably knew all along: Luna is the Black Songstress. Tempest wants to lop off her head, but Nall manages to convince him to give Alex one chance to break the spell on her. Unfortunately, Luna doesn't respond well to Alex's overtures; instead, she calls upon the Magic Emperor and busts out a song which causes great pain to everyone. As Alex & Friends struggle to move, the Black Dragon strikes you and your paralyzed pals over and over with Thunder Breath. Desperate to save Luna, Alex starts playing the Ocarina...and it starts to slowly awaken her memory! Ghaleon don't like this, not one bit, and whisks himself and Luna away after ordering the Black Dragon's body to eat the lot of you. Now that Alex is a full-fledged Dragonmaster, however, he won't become a snack cake so easily.

◀ Tempest is definitely *not* a happy camper when his hemmorhoids flare up.

▶ "And when you're done, you will tell me if Alex tastes like chicken!"

Check4 ➪ BEAT THE BLACK DRAGON!

Boss Stats

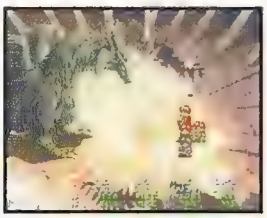
Hit Points	250xAL
Attack	2xAL
Defense	2xAL
Agility	1xAL
Wisdom	3xAL
Magic Endurance	1xAL
No. of Attacks	1
Range	40
Experience Points	25000
Silver	0

AL = Alex's current level

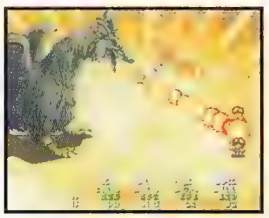
Alex should use Vigor in the first round, then the Sword Dance...unless everyone in the party is seriously injured, in which case he might wanna use the Dragon Healing spell. (This tactic devours his MP, so he'll need to be refueled with Silver Lights.) **Nash** should use the Thunderbolt or use healing items on the other party members. (Since his attack is the weakest in the group, you might as well let him focus on keeping everyone healthy.) **Kyle** should use the Power Up, then the Power Slash. **Tempest** should use the Flash Arrow, since that's all the bloody man can do.

Check4 ➪ BEAT THE BLACK DRAGON! (CONT.)

Attack 1 When the Dragon is calmly breathing in and out, it's going to use **Fire Breath**, blowing everyone to the right side of the screen before striking one character with a stream of flame for heavy damage.

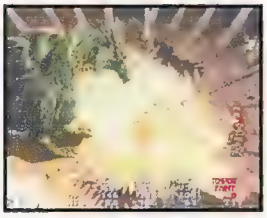


◀ When the Black Dragon is breathing normally...

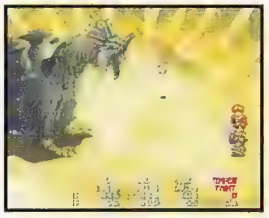


◀ ...it's preparing to clear its throat in dramatic (and very hot) fashion.

Attack 2 When the Dragon's body is crackling with electricity, it's gonna bust out **Thunder Breath**. Again, everyone gets blown to the right; then the voltage hits for moderate physical (and brain) damage.

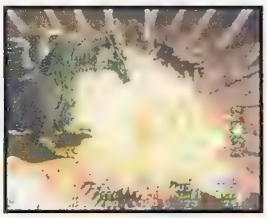


◀ When the Dragon's skin is snapping, crackling, and popping...

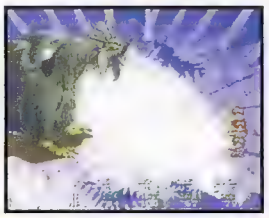


◀ ...it's getting ready to pump ten or twenty thousand volts into your poor bodies.

Attack 3 When the Dragon has wisps of cold air coming from its mouth, it's about to use the **Cold Breath**; as always, everyone gets blown to the right side of the screen before the wind chill hits 'em for moderate damage.



◀ When you can see the Dragon's breath, it's time to bundle up...



◀ ...because Alex and the gang are going to be very nipply very soon.

STORYCHECK CURED CHICKS, SWEET SWORD

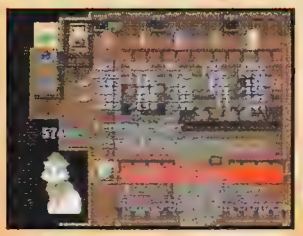
After you "beat" the Black Dragon, Ghaleon brings the body back to life, snatches Luna, and challenges Alex to travel to the Frontier. Well, let's just make sure our chickie girls are okay first. Return to Pao with the Dragonfly Wing so handily located in the final chest of the Fortress.

◀ Yeah, you know, that *is* pretty darn amus...hey, wait, that really sucks!

Enter Tempest's tent (in the southeast corner) to find that not only are the girls okay, but they're about to head for the Fortress to find you! You explain that Luna's not herself and that she's been taken to the Grindery. Then, a surprising appearance: old man Laike, whom you discover has a prior relationship (of the teacher/student kind) with Tempest. Talk to Tempest after he squats to receive the Master Sword, then talk to the other folks in the tent. Just a couple more things to do before Myght's Tower...

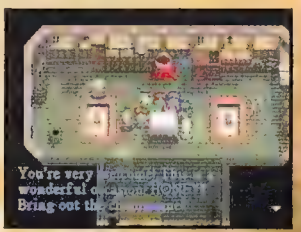
▶ "Uh, thank you for the offer, Tempest, but I'm already wearing a protective cup..."

STORYCHECK RAMUS' GIFT AND THE KEY TO LANN



▶ You can also use the Rememberizer to watch the animations from Althena's Spring (kewl!).

Return to Meribia and talk to Ramus. So proud is he at Alex having become the Dragonmaster that he *gives* him the very same Rememberizer he wanted to sell him earlier. With this awesome item, you can view any animation scene you've already witnessed in the game—kinda like a "sound test," only it's an animation test. (If you don't get the Rememberizer now, you can still get it *much* later.) Now return to Lann and speak with the village chief, who wants to make you an honorary citizen of his humble town. Say "Of course!" and be amused as everyone engages in drunken revelry and witty banter. This also triggers an upcoming event (and mega-cool item) further ahead in the quest.



◀ Do you get the feeling this "honorary citizen" thing is just an excuse for the chief to tie one on?

FORBIDDEN NO MORE!

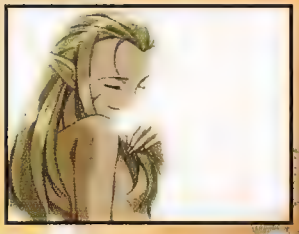
Only after Alex becomes the Dragonmaster are you finally buff enough to make it through the Forest alive. (We concede it's possible to make it *before* Alex's transformation, but it's also much more frustrating.) Use Alex's Dragon Grief spell to eliminate each group of enemies with no muss, no fuss, and (d'ohh) no experience points.

STORYCHECK

O, SWEET NUDITY, HOW I LOVE THEE

Please, *please* have at least two bars of Soap (and if you've followed the walkthrough to this point, you most definitely do). Talk to the guardian of the wa-wa and say "Oh, that sounds great!" to see Mia or Jessy cleanse herself. Schwing. After the bath, talk to the woman again and say "Of course!" to watch Mia or Jessy get wet. So what's up with this "Mia *or* Jessy" stuff? The woman you get to see washing is—gasp—randomly determined. For example, you might see Jessy and then Mia, or Jessy twice in a row. Thus, to see both movies, you have to: 1) have more than two bars of Soap, or 2) save before the first bath, and reload if you get the same movie twice. Cruel, unusual, and *definitely* worth the effort.

◀ You are about to experience one of the loveliest moments in videogame history.



◀ I don't think Jessica's body could get any more beautified, dude...

STORYCHECK SLEEPOVER AT MYGHT'S HOUSE!

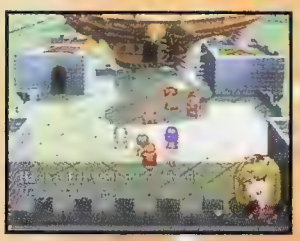
Return to Myght's Tower and talk to the smelly old coot. He runs upstairs to complete the work on the airship by the morning, and demands that you spend the night here. One holding of breath later, everyone's preparing for bed. Walk west and eavesdrop on Nash and Mia's conversation. Nash keeps trying to convince Mia not to go, but her sense of duty forces her to be true. Talk to them after your spy-guy action for another declaration of Mia's independence from stress. Walk east and talk to Kyle and Jessy. Kyle comes dangerously close to expressing her feelings before the two of them degenerate into the usual name-calling. Alex and Nall hit the sack.

◀ Nothing like one of Nash's pep talks to lighten the mood, huh?

▶ Jessy and Kyle almost have a touching moment for the second time.

STORYCHECK BENEDICT NASH

Talk to everyone at the top of the Tower, saving the sulky Nash (standing by himself in the corner) for last. Just as Myght completes the balloon, Nash snaps and destroys the engine with a well-placed lightning bolt. When Royce appears and congratulates Nash on his good work, it all makes sense: he's been working for Ghaleon since the beginning. He and Royce warp away, leaving you with a lotta questions and a hole where an engine should be. Amazingly, Kyle comes up with the solution: use the engine from Shira's balloon, the one you "landed" in Reza.



▲ "Alright, Royce, I'll cook your steak right away!"

STORYCHECK GREAT ENGINES AT BARGAIN PRICES

Return to Reza, where the thief who hijacked Shira's balloon has set up shop at the Bazaar. He'll sell you the engine, alright, but his asking price is an extremely unreasonable 30000s. Yeah, you can afford it, but why not be a smart shopper instead? Talk to the barkeep—and Thieves' Guild president, if you'll recall—who owes you a favor and issues a command to his underling to give you the balloon engine for free. Return to the Bazaar and take the free engine from the balding, bitter thief. Heh, heh.

◀ Leave it to Kyle to put things in perspective for you.

▶ The barkeep gives you a comp account at the Bazaar.

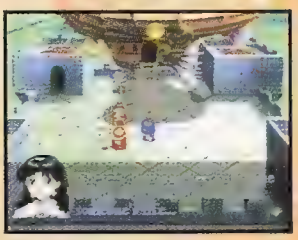
STORYCHECK PERVERTED PICTURES

Travel to Iluk and enter the freak-boy's house (in the northeast corner of town). Talk to him and he proudly shows off **Mia's Bromide 4**, which receives our vote as Naughtiest Bromide of *LUNAR*. Mia is stunned into shock, but Jessy angrily takes the Bromide away from the freak-boy, who is suicidally distraught at the loss of his dolphin-flogging material. (His loss is, of course, your gain.) Now travel to Lann and talk to the boatsman in the southwest corner of the dock for **Jess' Bromide 2**. *Sweet.*

◀ The best and bawdiest Bromide of them all is just a terrified fist-grab away.

STORYCHECK ZOOMIN' IN THE ZEPPELIN

Return to Myght's Tower and talk to his apprentice for an interesting plot point, then to Myght, who runs upstairs to install the new engine. And guess who shows up to see you off? Yes, that's right, the extremely well-traveled Laike. Talk to Mia, then to Kyle and Jessy, and to Laike last. Myght comes downstairs to announce that the engine installation is complete. Walk up to the roof and talk to Myght. Everyone walks onto the airship, making brave comments as they go. One cut-scene and one anime scene later, Jessy tries to land at the Grindery, but keeps getting rejected by a force field. Realizing the ship's going to pop before it penetrates, Jessy wisely sets it down nearby. Walk east to the Talon Mine.



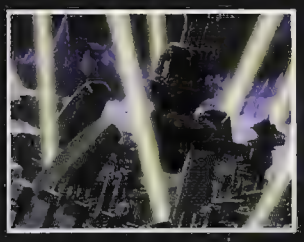
◀ Mia's not thrilled with the idea of committing first-degree murder, but what choice does she have?

▶ Despite Kyle's wishful thinking, there's no way the airship is getting through the force field.

ANIMECHECK TO THE DARK FRONTIER

EXT. – THE FRONTIER

The AIRSHIP slowly floats over a dark cliff until we see the GRINDERY behind it, barely visible in the distance. An array of SPOTLIGHTS encircle the structure and shine their blinding beams into the endless darkness above. We CUT to a closer view of the Grindery and PAN upward until we see its humongous TOWER. Nall speaks to Alex during the PAN.



NALL (in disbelief)
Alex, look at the size of that tower! Is Luna really in there?

CUT to Alex and slowly ZOOM IN on his determined face.

ALEX (hiding his fear)
She's in there...and so is Ghaleon.

VOICES V

NORIYUKI IWADARE: MUSIC COMPOSER

Q. What is your background in music?

A. Since I was little, I took piano lessons and all through elementary school, middle school, high school and college, I played the trombone in the brass band. After I entered music college, I studied the synthesizer and music composition. After I graduated from the university, I played keyboard in a pop band. Through an introducing by a friend of mine, I began working at a game production company. Ever since that time, I have been making the game music, and one day I encountered Game Arts. That's when we made LUNAR: Silver Star Story together. That's the rough history of my life.

Q. Why didn't you use any of the music you composed for the SEGA CD version of LUNAR?

A. The first version and the newest version have different music because of certain contractual problems. Therefore, we newly created songs from scratch. It was not easy. We put the same amount of power, energy and ideas into this new version of LUNAR.

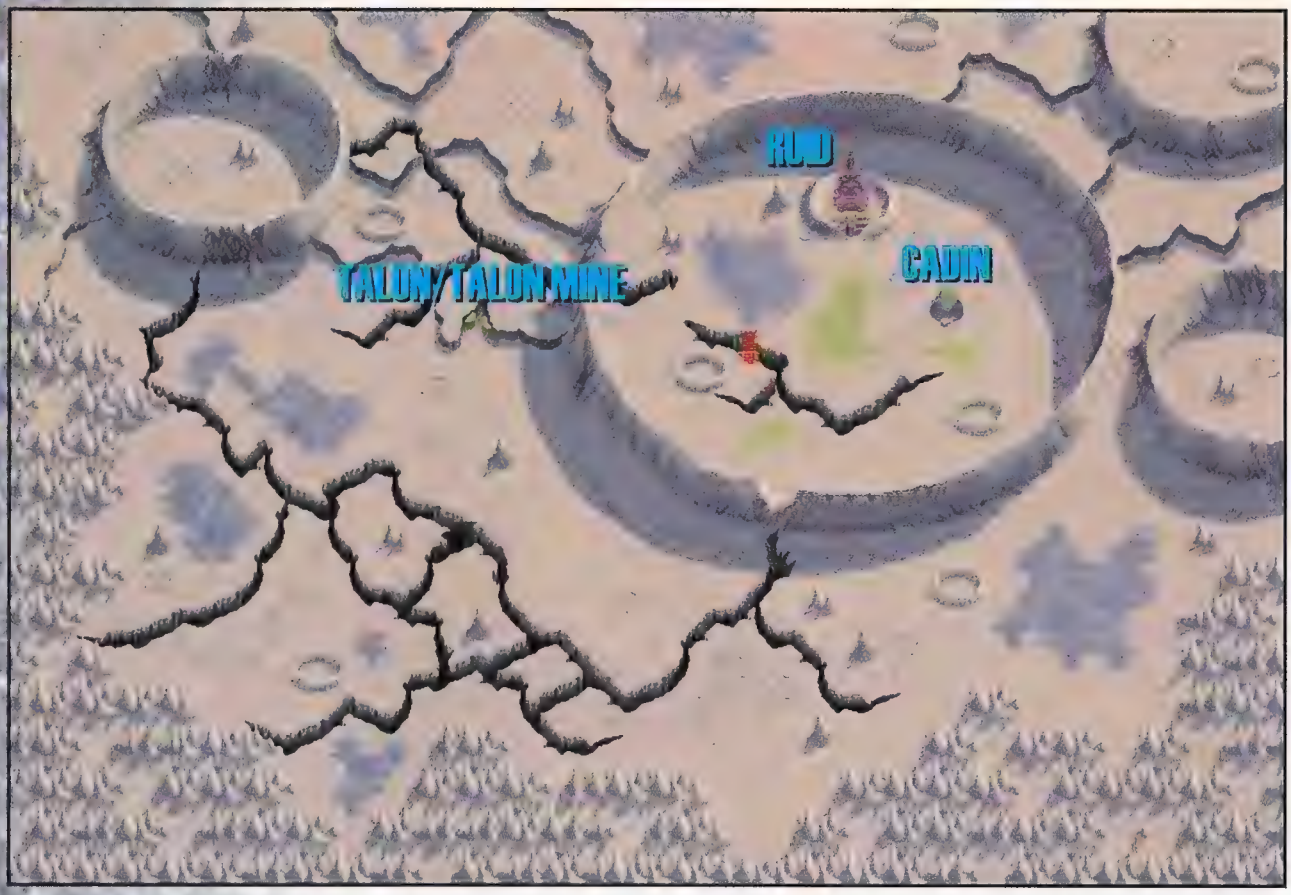
Q. Do you still compose music outside of videogame projects?

A. I have actually done a lot of different things. The other I just finished the music for Tokyo Disneyland's Christmas Parade. I recorded that the other day. As for videos, I have never really done any work with that. As for CDs, I have done about 20 or maybe close to 30 CDs that are mainly game music CDs.

Q. How hard is it to write music for a videogame system?

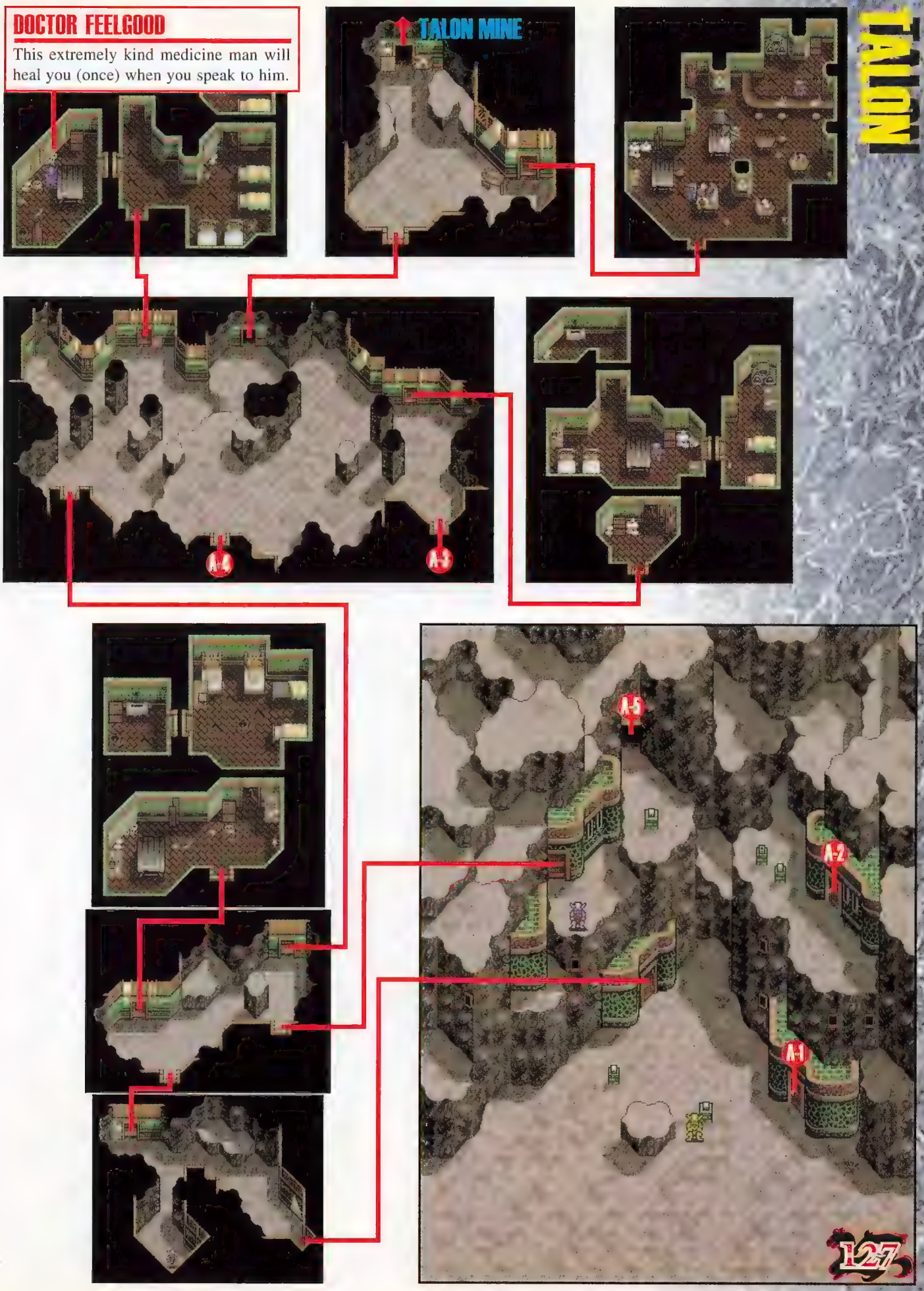
A. PlayStation only has 24 or 28 sounds. Those kinds of hardware restrictions, or there are always certain sounds that are easier to produce, so we adjust and make changes in arrangements. However, the important thing is that the melody line remains pleasant. So I will not change the melody.

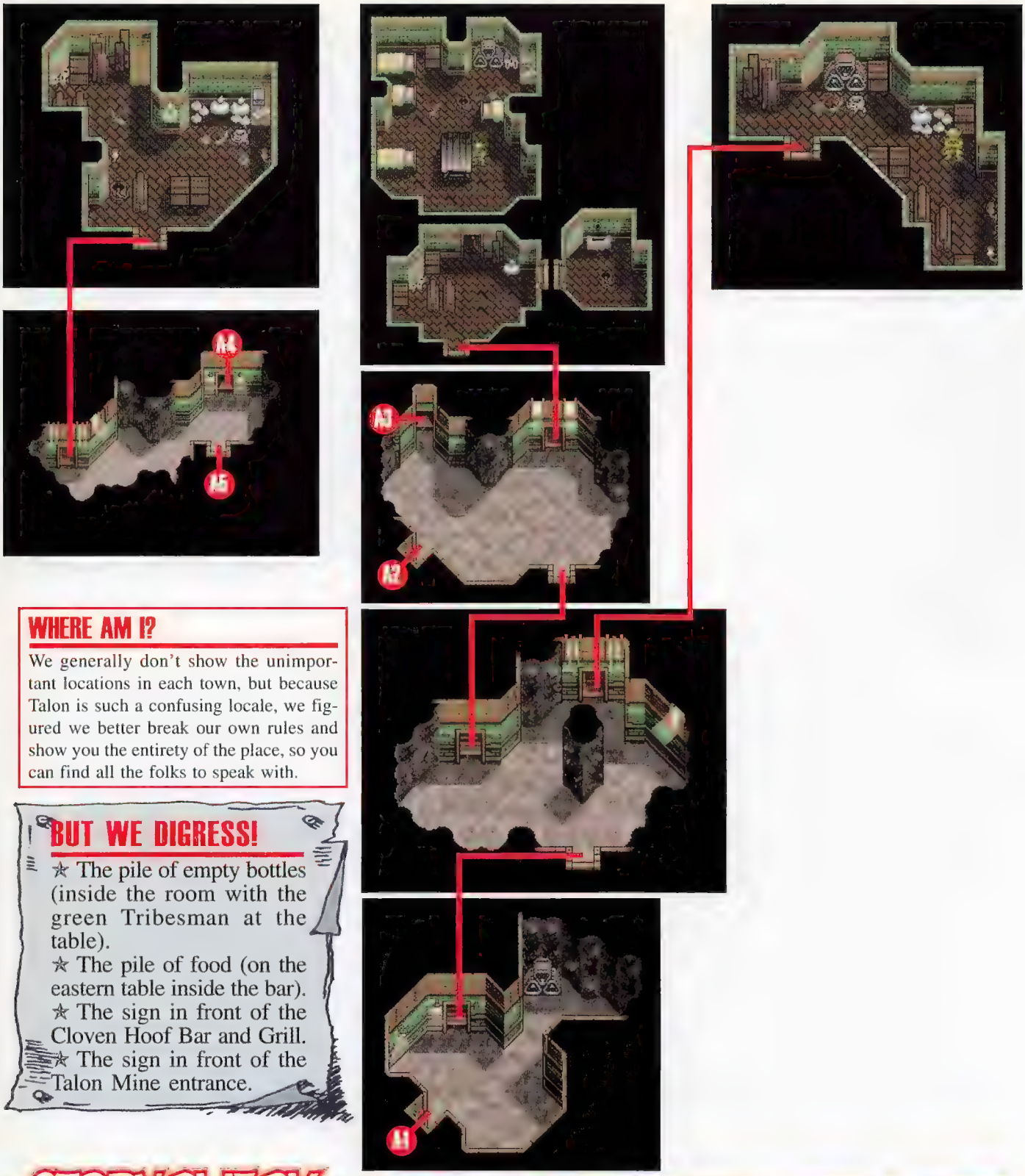
THE FRONTIER



DOCTOR FEELGOOD

This extremely kind medicine man will heal you (once) when you speak to him.





WHERE AM I?

We generally don't show the unimportant locations in each town, but because Talon is such a confusing locale, we figured we better break our own rules and show you the entirety of the place, so you can find all the folks to speak with.

BUT WE DIGRESS!

★ The pile of empty bottles (inside the room with the green Tribesman at the table).
★ The pile of food (on the eastern table inside the bar).
★ The sign in front of the Cloven Hoof Bar and Grill.
★ The sign in front of the Talon Mine entrance.

STORYCHECK

TRAGIC TRIBE

As you discover during your tour of Talon, the Vile Tribe is slaving under the rule of Ghaleon and the Three Witches to complete his evil project—and they're darn depressed about it. Some Tribesmen, including the guards, are even drinking themselves into oblivion to forget about their physical and emotional stress. And what lesson have we learned today, class? That beneath their scaly skin and forked tongues, Vile Tribesmen are just like you.

◀ Coming from this guy, you should probably take that as quite a compliment.

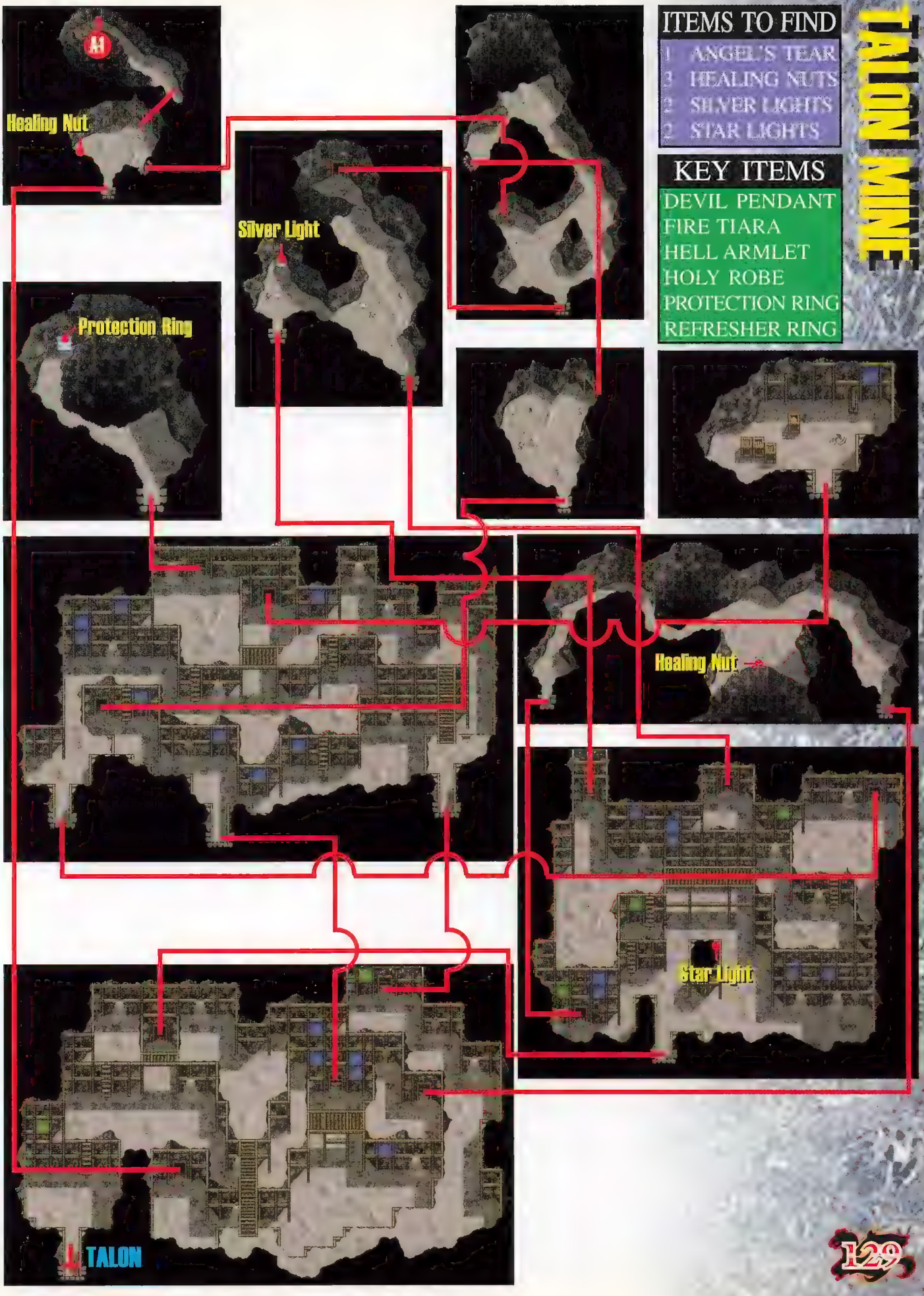
TALON MINE

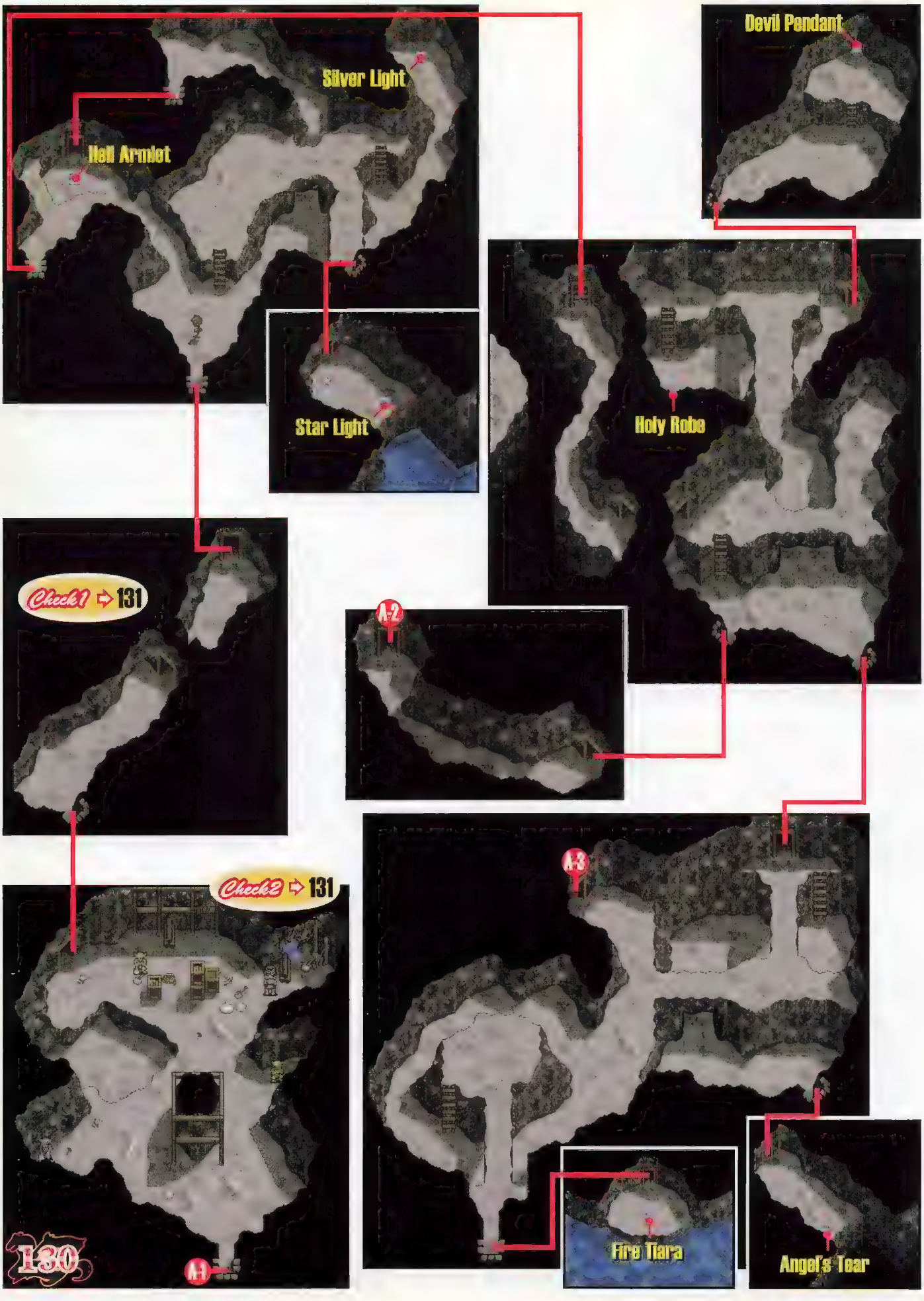
ITEMS TO FIND

1	ANGEL'S TEAR
3	HEALING NUTS
2	SILVER LIGHTS
2	STAR LIGHTS

KEY ITEMS

DEVIL PENDANT
FIRE TIARA
HELL ARMLET
HOLY ROBE
PROTECTION RING
REFRESHER RING




Silver Light
Hell Armlet
Devil Pendant
Star Light
Holy Robe
Check1 ⇨ 131
A-2
Check2 ⇨ 131
A-3
A-1
Fire Tiara
Angel's Tear
130

Check1 ➪

MORAL DILEMMA

As you walk through the tunnel, you hear (and feel, if you're sporting a Dual Shock™ controller) a landslide in the room you just left. Time for a difficult choice: do you rescue the injured miners and almost guarantee that you'll be caught by the guards, or continue ahead and leave the poor miners to drown in pools of their own blood? Kyle prefers the latter option, but leaves the choice in your hands. If you say "Someone else will." and try to leave, your conscience overrules you and won't let you go any further. So why don't you heal up your wounds and head on back to the previous room for a little Rescue 911 action?

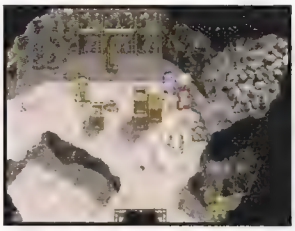
◀ In this little morality play, "Possible Death of a Miner," Kyle plays the role of the bad cop...

▶ ...and Jessica plays the role of the good cop. And, yes, there is a happy ending.

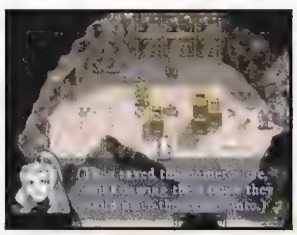
Check2 ➪

BUSTED AND DISGUSTED

Talk to the Tribesman in the northwest corner, who refuses to help you, and you dig out the trapped miner by yourselves. As you're prying the last pebble out of the liberated Tribesman's butt, the guards show up and demand you return to work...just before realizing that you're a bunch of icky humans. This immediately leads to a rumble with one Groper and three Stalkers, which you should easily win. As you leave, Phacia appears and comments to herself about how brave you are...and how you might yet defeat Ghaleon. You better believe it, lady.



◀ "He's alive, but the rocks have left him disfigured for life...oh, wait, he already looked like that."



▶ Phacia silently admires your bravery, determination, sense of style, and stamp collection.

Check3 ➪ A PRAYER FOR THE DEAD

As you enter this area and look around, you realize that you've stumbled upon a mass grave for the miners who gave their lives to help construct the Grindery. Jessy prays to the Goddess for mercy on their lost souls...

◀ From the looks of things, there'll be about four Vile Tribesmen left when the Grindery is finished.

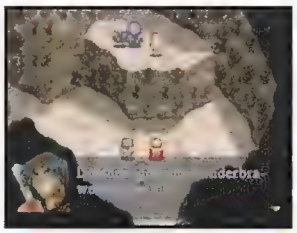
Check4 ➪ GODDESS OF THE FRONTIER

As you approach the middle of the makeshift cemetery, you find a statue of Althena. The dude whose life you saved explains that the Tribe needs Althena's magic to survive in the barren Frontier. How ironic that the same Goddess who exiled them to the wastelands also helps keep them alive...but out of guilt, or out of cruelty? After your friend leaves, pray to the statue to heal your wounds.

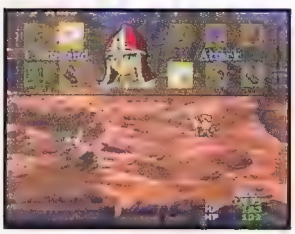
◀ The Vile Tribe has hated the Goddess Althena with a passion for five centuries. Now *that* is holding a grudge.

Check5 ➪ GROPED BY XENOBIA!

As you enter this chamber, the cavern goes black and the party is struck blind. Mia and Jessica let out surprised screams...and before you know it, they're in the clutches of Xenobia. Unmoved by your threats of physical violence, she refuses to let the girls go. In fact, she wants to see Alex and Kyle fight to the death, or she'll kill her hostages. Without any other options, Alex and Kyle square off...but their pseudo-attacks don't do any damage, no matter how vicious. Thus, you should stick with non-magical attacks, because you need to preserve your MP. When Xenobia realizes that you're play-fighting after your third round of "combat," Jessy and Kyle get into a surreal shouting match which distracts Xenobia long enough for the girls to break free of their magical bonds. Having been foiled yet again, the blonde bitter big-boobed spellcaster sics the Shadow Spectre on you as she leaves.



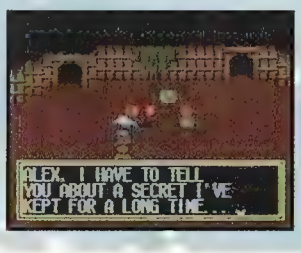
◀ After studying Xenobia's chest for several minutes, Kyle exposes her darkest secret.



▶ Conserve your magic for the *real* battle to come by using the plain-vanilla Attack against Kyle.

◀ Oh, look, Xenobia left you a present! Which would be even better if it didn't want to kill you...

RETROCHECK SLAVE LABOR



▶ Alex's dad opens the closet door and lets the skeletons come spillin' on out.

▶ In the SEGA CD *LUNAR*, there aren't just members of the Vile Tribe toiling in the Talon Mine; one area is being excavated by the citizens of Burg who were kidnapped by Xenobia, including Alex's mom and dad! (Dad even has a heavy-duty secret to spill involving Nall's origins; this secret is revealed by Laike in the PlayStation® version.)

Check5 ⇨

BEAT THE SHADOW SPECTRE!

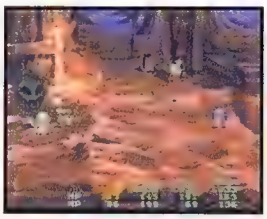
What makes the Spectre somewhat more challenging than other bosses is that you can't tell which attack it's going to use; it just keeps that same stupid grin on its face for the entirety of the battle. **Alex** should use Vigor in the first round, and the Sword Dance thereafter. **Mia** should whack the Lamp with the Flame Bomb. **Kyle** should use Power Up in the first round, and the Power Slash thereafter. **Jessica**, as the party's designated Healing Chick, should cast Saint Litany in the first round, then Heal or Calm Litany in subsequent rounds, depending on who's hurt and who's gonna kick.

Boss Stats

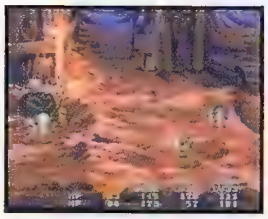
Hit Points	205xAL
Attack	3xAL
Defense	2xAL
Agility	1xAL
Wisdom	3xAL
Magic Endurance	2xAL
No. of Attacks	3
Range	40
Experience Points	28000
Silver	0

AL = Alex's current level

Attack 1 In its weakest attack, the Spectre bites one to three characters, doing feeble damage with each smoky tooth-chomp.

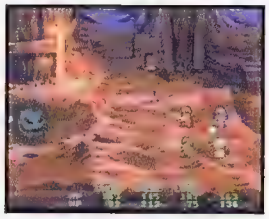


◀ The Shadow Spectre has quite a poker face. For example, you'll never know...

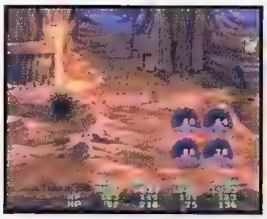


◀ ...when it decides to float around the screen and bite one, two, or three people.

Attack 2 The **Piercing Eyes** attack is to be feared and respected; this evil spell hits everyone in the party for moderately heavy damage.

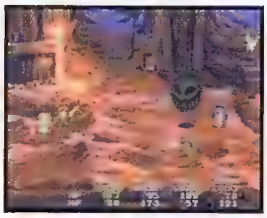


◀ The Shadow Spectre's evil grin can't be a good sign...

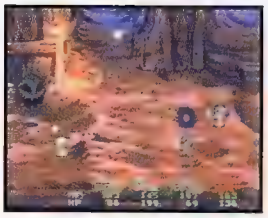


◀ ...and it isn't, because you've just been zapped by the Piercing Eyes spell.

Attack 3 The **Black Bile** attack isn't quite as potent as PE, but it's still nasty. The Spectre teleports to the left side of the screen and hits a character with a dark loogy that mutes him/her for several turns. If you're lucky, your character will block the Bile without suffering ill effects.



◀ When the Shadow Spectre teleports to the side of the screen...

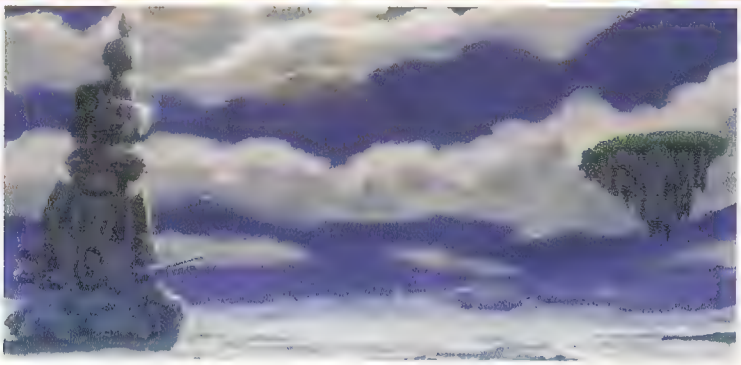


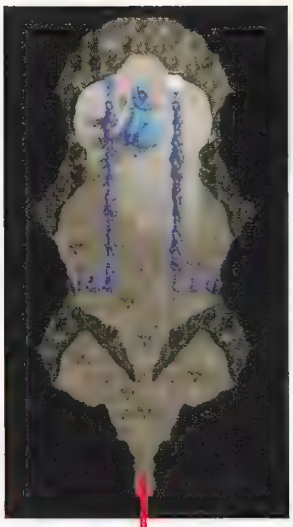
◀ ...one unlucky winner gets smacked in the face with a heaping hunk of Black Bile.

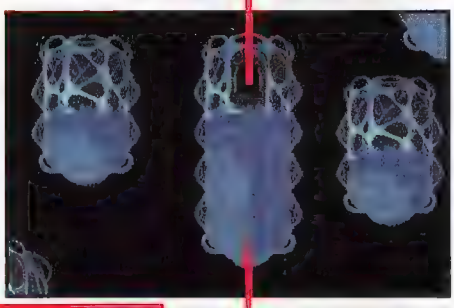
STORYCHECK ACCESS DENIED

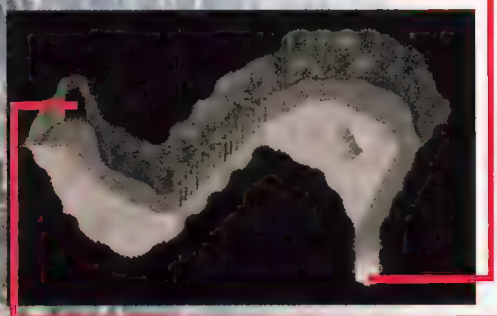
After exiting the Mine, walk north to the Grindery. Alas, there's no way through the extremely solid front door, even though it's not sealed by magic. Jessy suggests you walk to the building shaped like an egg, and since you don't have any other options, heed her words of wisdom.

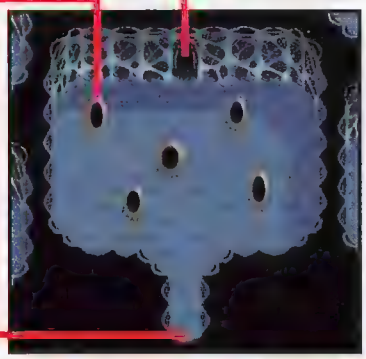
◀ Nall frequently asks questions even when he knows you don't know the answer.











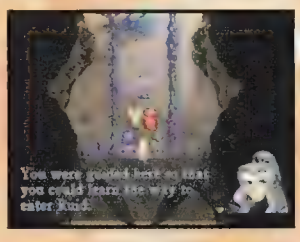
CHATTY COCOONS

You can talk to the Vile Tribe creatures "hibernating" inside the dark cocoons. How nasty.

STORYCHECK PHACIA'S FRIENDSHIP

At the bottom of Cadin, you find a purple Vile Tribesman guarding a statue of Althena. But the Tribesman ain't a Tribesman, and it ain't a he—it's Phacia in disguise. The second surprise is that she hasn't come here to fight you; she's here to help you enter Ruid, the construction site of the Grindery.

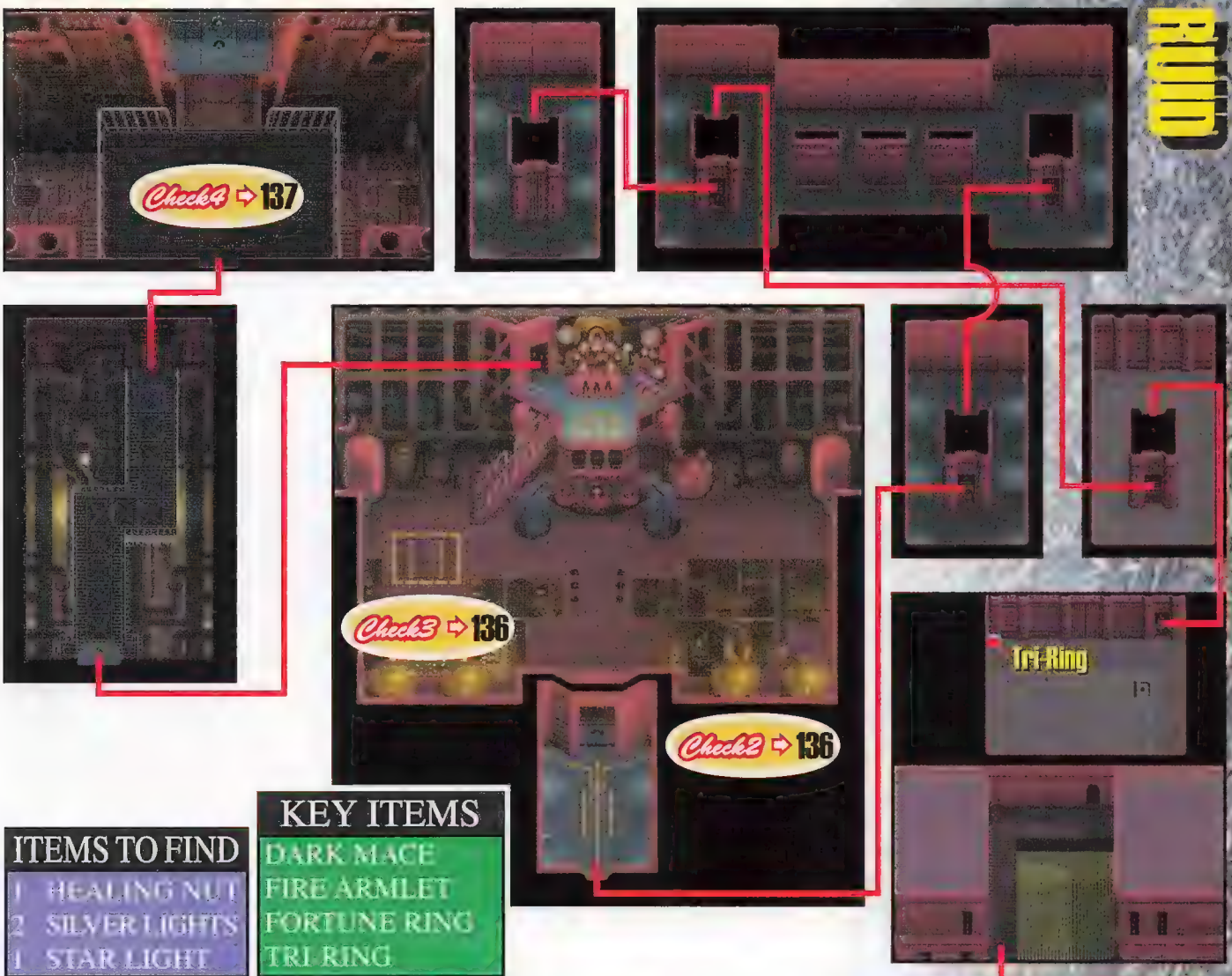
◀ "So, like, do you wanna go to a movie, or just, like, hang out and stuff?"



▶ Phacia forsakes her sisters to help you bust into the Grindery. (She always was my favorite.)

So why the heck is she doing this? Because she's finally realized that Ghaleon's somewhat hostile approach to getting the Vile Tribe out of the Frontier is all wrong. Tell her "We believe you, Phacia." and she gives you the password to enter Ruid's secret door: "Green Earth." (Okay, that's two words, but they're still secret.) Heal yourself with Althena's statue and return to Ruid. Walk up to the front door and you automatically shuffle over to the hidden door and shout out the password. You're in, baby!

◀ Jessica is just one of the millions who suffer from the horror of RCM (Really Crappy Memory).

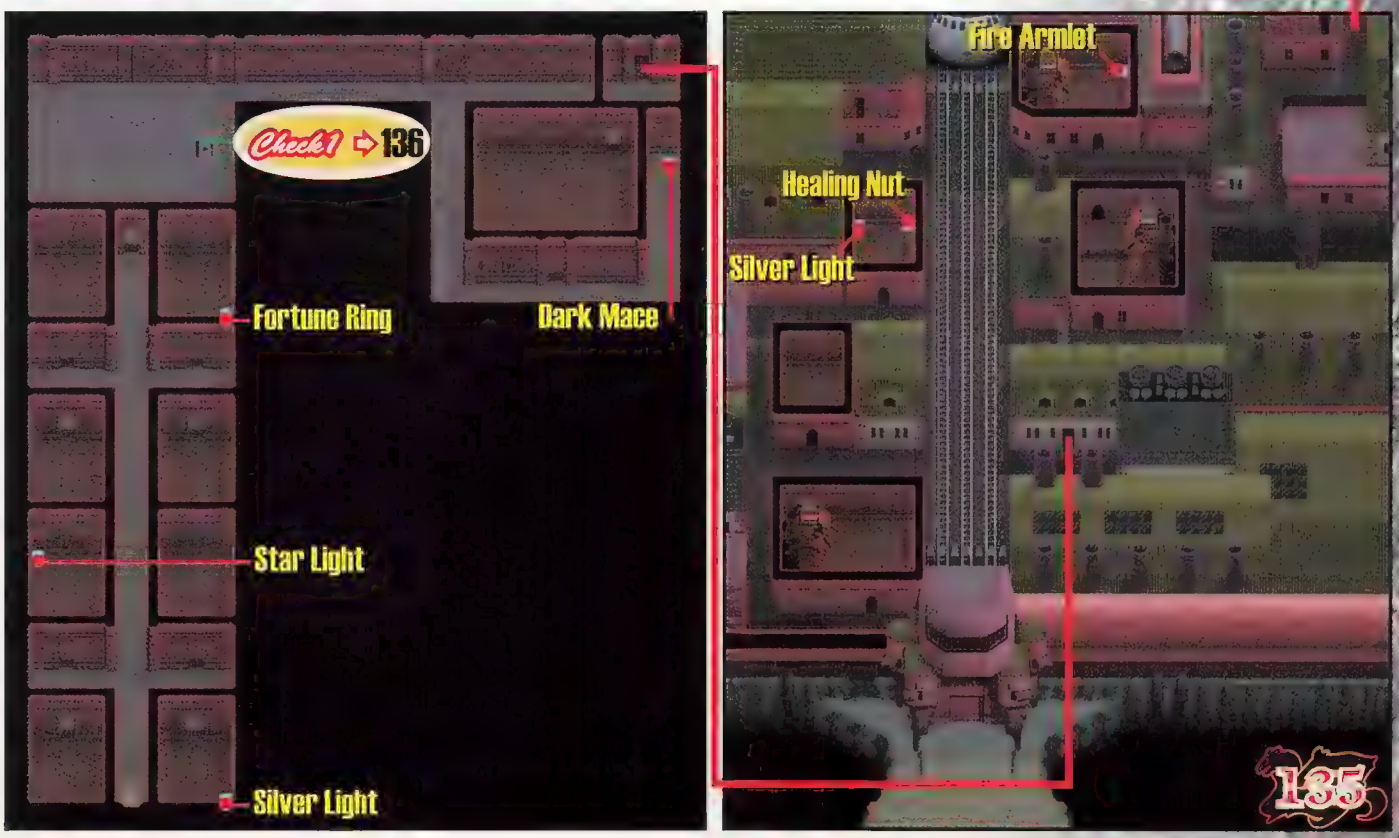


ITEMS TO FIND

1 HEALING NUT
2 SILVER LIGHTS
1 STAR LIGHT

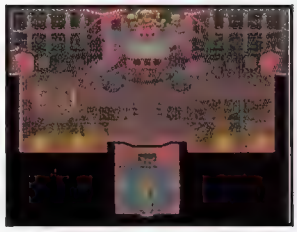
KEY ITEMS

DARK MACE
FIRE ARMLET
FORTUNE RING
TRI-RING



Check1 SNEAK ATTACK

As you enter this area, the mean monster steps on the floor switch and triggers a sneak attack of two Devastators and three Flesh Lords. Most uncool, dude. There's a second sneaky trap just like this one later on in Ruid.



◀ The monsters in Ruid really know how to push your buttons.

Check2 SLAPPED STRAIGHT!

As you enter this chamber, you're greeeted by Taben, chief inventor of the Vile Tribe, who's about to debut his Mobile Magic Masher just for you. And what makes the Masher so special? It's being worn by the backstabbing Nash! With his Masher-amplified power, Nash casts a sleep spell on everyone except Mia. Instead of mourning for her fallen friends, Mia (Miss Ausa if you're nasty) walks up to Nash and delivers a pimp-slap so mighty that it leaves an imprint on Nash's foolish face. The smack brings Nash to his senses, and he realizes what a fool he's been. Unfortunately, he doesn't realize that Taben can manipulate the Masher via remote control. You're gonna fight Nash whether you like it or not.

◀ Nash is secretly thrilled, because this pimp-slap is the first time that Mia has ever touched him.

▶ Taben takes the controls to force the hapless Nash into fighting you.

Check3 BEAT THE MAGIC MASHER!

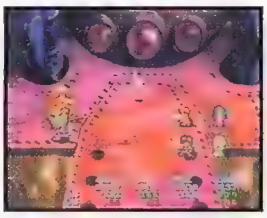
Getting to wail on Nash is a dream come true, so let's make the most of it, shall we? **Alex** should use Vigor in the first round, and the Sword Dance ever after. **Mia** (who should have all eight of her spells by now) can use the devastating Flameria or the now-mundane Flame Bomb. (The Bomb does almost as much damage at half the MP cost.) **Kyle** should use the Power Up, then the Power Slash. And **Jessica** should use Saint Litany in the first round, and Heal or Calm Litany after that.

Boss Stats

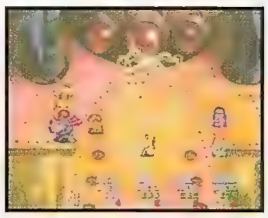
Hit Points	160xAL
Attack	1xAL
Defense	2xAL
Agility	1xAL
Wisdom	3xAL
Magic Endurance	2xAL
No. of Attacks	1
Range	40
Experience Points	30000
Silver	0

AL = Alex's current level

Attack 1 When Nash is holding his staff horizontally, with electricity crackling through it, he's gonna bust out the vintage **Thunder Bomb** spell, striking everyone in its range for moderate damage. Or...

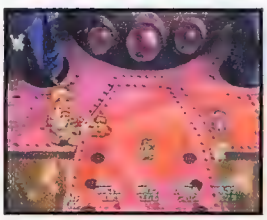


◀ He might look harmless in his chicken suit, but Nash still wields killer magic...

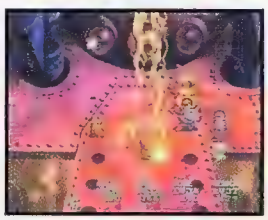


◀ ...such as the vintage Thunder Bomb spell.

Attack 2 ...he might use the less potent but equally annoying **Thunderbolt** spell, striking only one party member for moderate damage. Bugger.



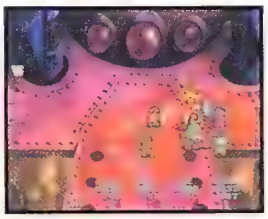
◀ The other potential spell when Nash is holding his thingie horizontally...



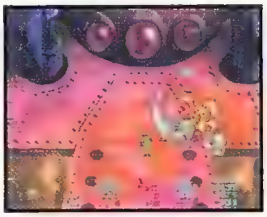
◀ ...is the equally vintage (but not equally owie) Thunderbolt.

Check3 ➪ BEAT THE MAGIC MASHER! (CONT.)

Attack 3 When Nash is standing erect—giggle, snort—he's going to strike one character with his staff for a whopping 1 HP of damage (unless the character dodges, which makes it 0). If only he could use this attack on every turn...

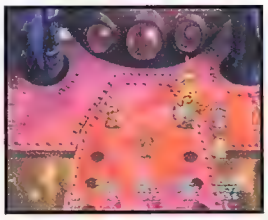


◀ When Nash demonstrates proper posture...



◀ ...he's preparing to hit someone for 1 HP of damage. That's right, *one*. What a feeb.

Attack 4 When Nash is kneeling on the ground, he's gonna unleash the **Thunder Strike** spell, electrocuting everyone for heavy damage. You're darn lucky he doesn't do this much.



◀ When Nash is kneeling and holding his magic staff like an electric guitar...

◀ ...he's going to rock your world with his strongest spell yet.

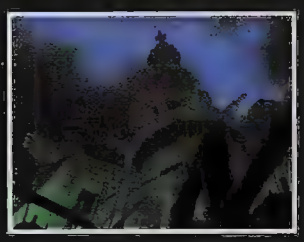
Check4 ➪ A LITTLE TOO LATE

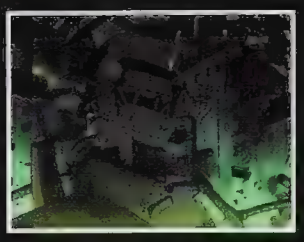
Instead of being troubled by Nash's defeat, Taben chuckles to himself and runs away, which is suspicious behavior at best. Nash, meanwhile, displays actual regret and grovels for forgiveness...which he gets, at least for now. Say "We're all friends, aren't we?" to get him to rejoin you. Now run up the stairs (play with the switches at the top) and into the next room, where Taben and Ghaleon are waiting. The Magic Emperor declines Alex's amusing challenge to fight; instead, he orders Taben to activate the Grindery. Good animation, bad plot development.

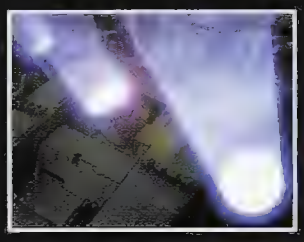
◀ No, thank *you*, Nash, for allowing us to hit you over and over and over again.

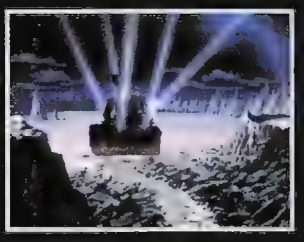
▶ "If only you had adjusted your clock for Daylight Savings Time, you pathetic little man..."

ANIMECHECK THE GRINDERY MOVES









STORYCHECK FOLLOW THAT CASTLE!

You can't use Jessy's Escape Litany spell to escape Ruid, so you have to walk all the way back outside. Ugh. At least you can take the shortcut through the front door, which is now ajar. Follow the tracks of the Grindery southwest across the crack, but don't jump into the balloon yet. Return to the Talon Mine and the area where you saved the trapped miner; talk to the purple Tribesman in the southwest corner for **Xenobia's Bromide**. Now you may return to the balloon and fly the unfriendly skies!

◀ It doesn't take a brain surgeon to figure out where the Grindery went.

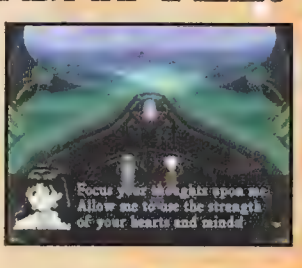
STORYCHECK BAD NEWS, WORSE NEWS

It doesn't take long to catch up to the Grindery, and it doesn't take long to realize that there's still no way to get through the force field surrounding it. While pondering the problem, Nash comes to a horrible realization: the Grindery is headed straight for Vane. You zoom ahead of Ghaleon's wheels and enter the Magic Guild.

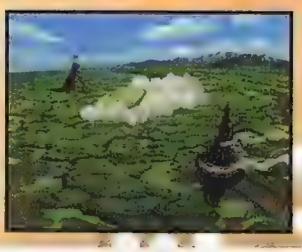
◀ "Also, has anyone noticed that I have the physique of a female gymnast?"

STORYCHECK PREPARE FOR BATTLE!

Mia asks Lemia for permission to do what she's gotta do, and Lemia readily gives it. Talk to everyone, then go into the eastern classroom and talk to the redheaded kid (and president of the Mia Ausa Fan Club) **for Mia's Bromide 2**. Now go to the Spring of Transmission and talk to Nash, who's leading the evacuation of the city. You ask him to come with you into the Silver Spire, and he joins you. Talk to the old lady, who warps away, before returning to the Guild. Kyle, Mia, and Jessica are in front of the door to the Spire, west of the Grand Hall. Speak to 'em all and Mia enters. Follow her inside and down the steps to a large room. Walk into the center of the circle and you teleport into a hidden chamber at the top of the Spire. Neat. Mia turns on the magical monitor and brings the Grindery into view. You take your places within the magical circle as Mia prepares to unleash the full force of Vane against the Grindery. It's quite a wicked encounter, we assure you.



◀ Mia borrows everyone's brainpower as the Grindery draws near...

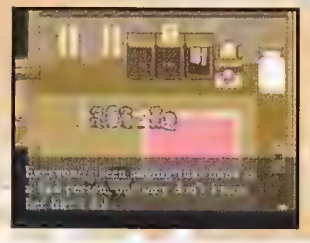


▶ ...but when she's forced to work with minds like Nash's and Kyle's, defeat is inevitable.

STORYCHECK POST-TRAUMATIC ITEM COLLECTION

Use the Dragon Wings to escape Vane by traveling to the Spring of Transmission, but *don't* walk south to the Grindery. Instead, travel to Lann and talk to the chief, who gives you **Ghaleon's Tear**, a very potent item which causes the user's regular attack to strike every monster. Next, warp to Reza and walk to Lily's room behind the bar. Talk to her and she gives you the **Gale Ring**, which gives an extra regular attack to its wearer. Next, go to Damon's Spire and speak to Mr. Wisdom for the **Hell Ring**, which halves the wearer's MP requirements (cool!). Finally, return to the Spring and walk to the Grindery.

◀ The Man of Lann gives you a magic goody retrieved from the inside of a fish.

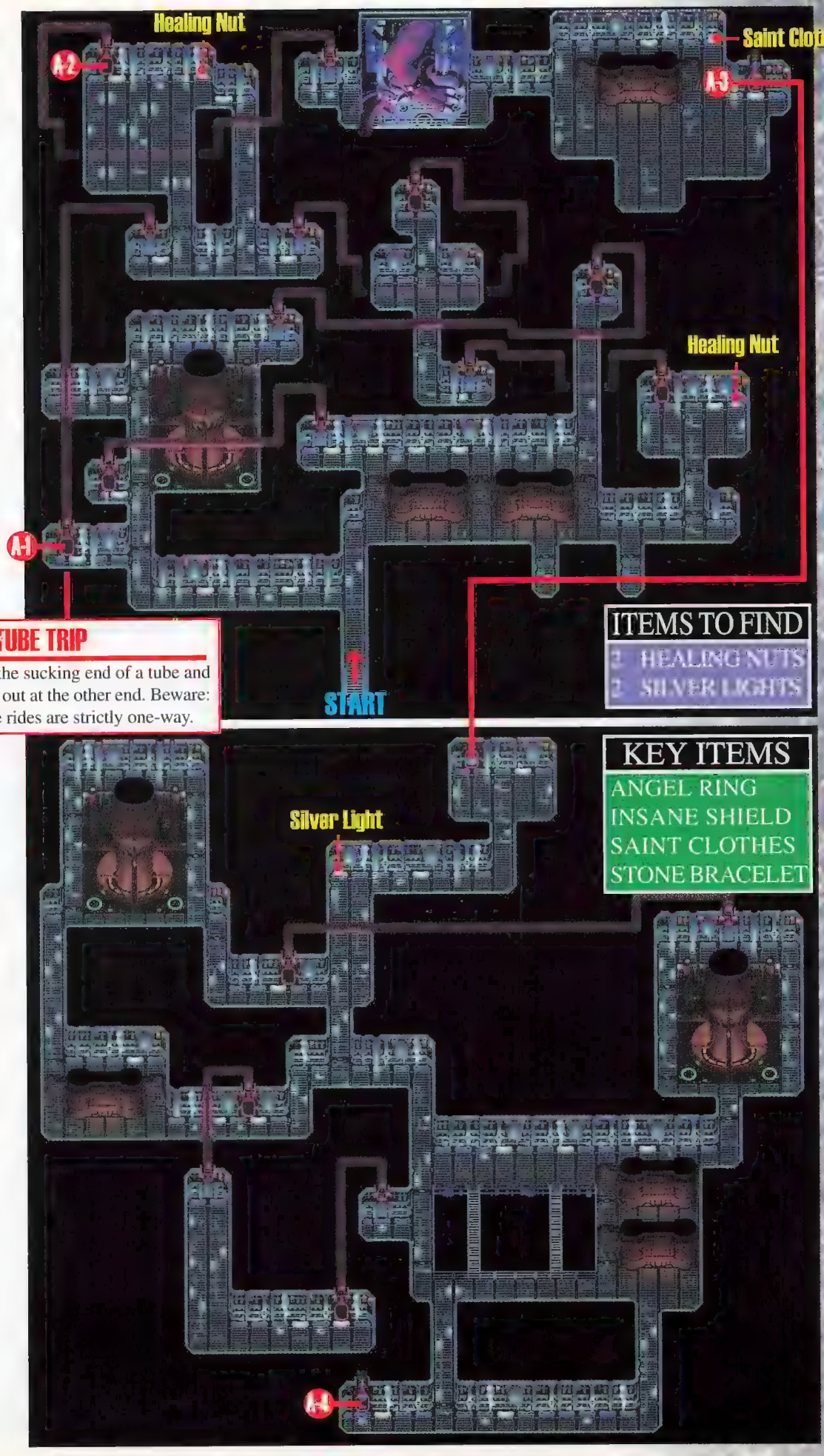


▶ The Gale Ring grants its wearer an additional attack in battle. Most excellent.

STORYCHECK PENETRATE THE GRINDERY

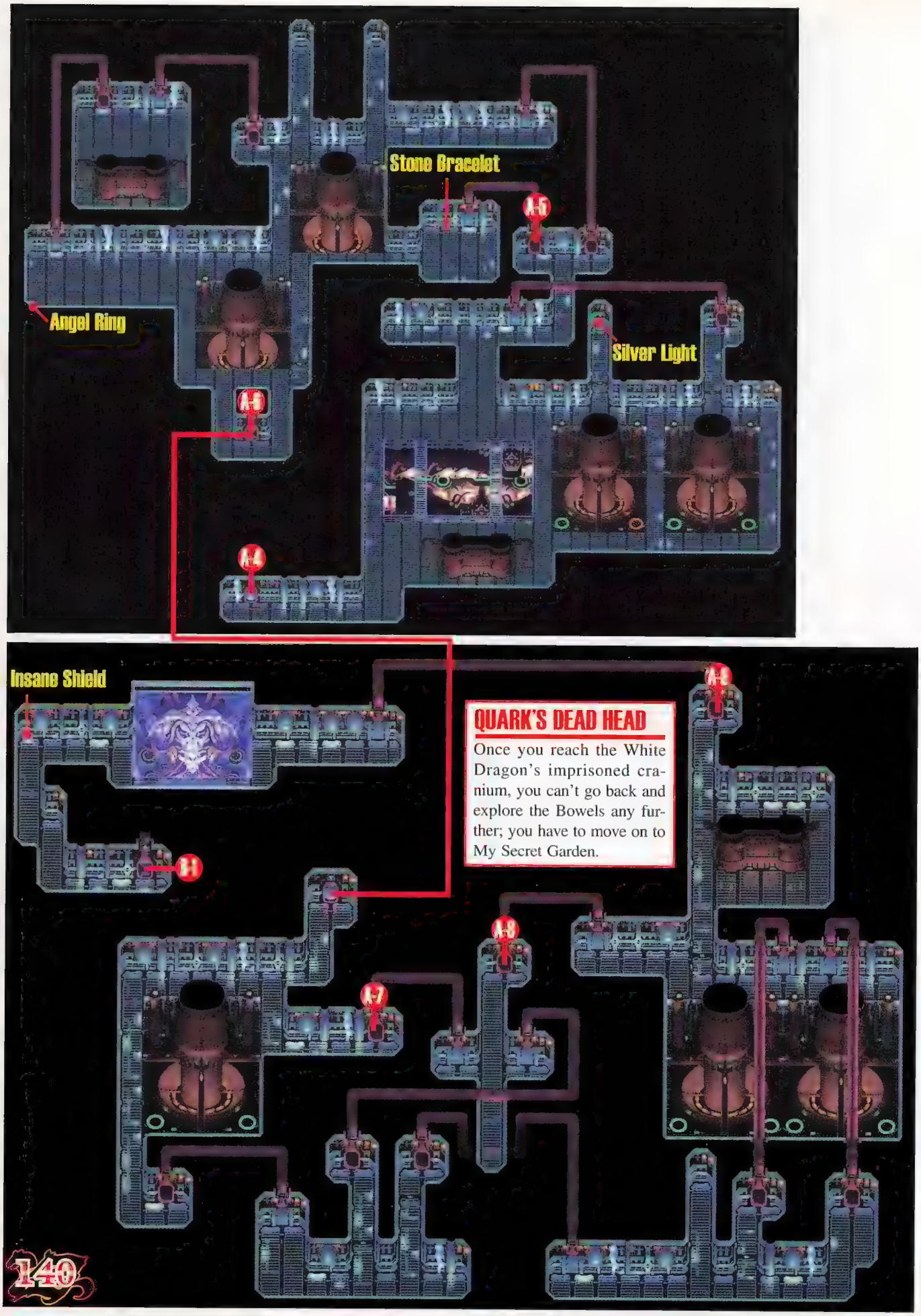
As you approach the Grindery, a door pops open, and you're warmly greeted by a group of soldiers. (Well, "warm" in the sense of "wanting to kill you.") Defeat eight Death Armors, then defeat a second wave of six Death Armors and two Soul Yankers. It quickly becomes apparent that you need to cut these critters off at the source, but getting inside seems impossible. Just as you're about to go down fighting, the Prairie Tribe shows up and saves you for the second time, keeping the guards busy while you storm the Grindery.

◀ Tempest brings the boldest and the buffest of the Prairie Tribe to help you get into the Grindery.



TAKE A TUBE TRIP

Walk into the sucking end of a tube and you're spit out at the other end. Beware: all the tube rides are strictly one-way.



QUARK'S DEAD HEAD

Once you reach the White Dragon's imprisoned cranium, you can't go back and explore the Bowels any further; you have to move on to My Secret Garden.

MY SECRET GARDEN

FEEL THE HEAL

Use the statue of Althena in the center of the Garden to heal your wounds and prepare for the journey to the top of the Grindery (you're currently about halfway there).

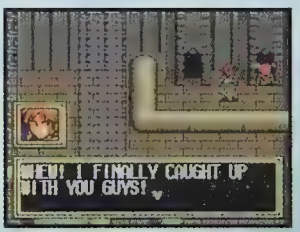
STORYCHECK FROLICKING FAIRIES

Your reward for slogging through the Grindery Bowels is a bizarre one: you emerge from the depths of darkness into a bright, beautiful garden populated by tiny fairies with gossamer wings. Speak to the fairies and they inform you that Ghaleon saved them from certain death by bringing them here. How can such an evil man have done such a good thing? Because he is a rather complex dude.

◀ Either this fairy's talking about someone other than Ghaleon, or she's mental.

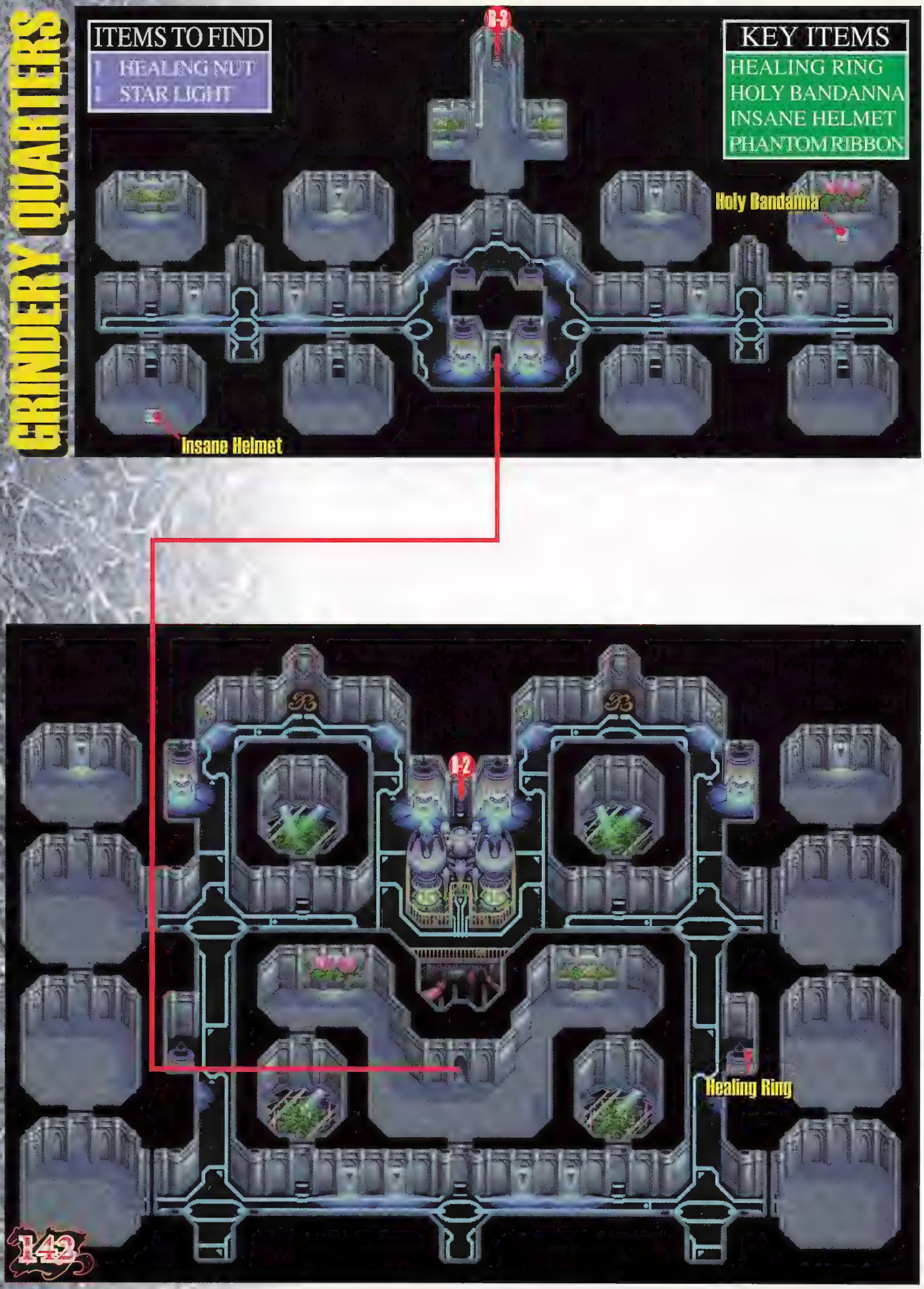
RETROCHECK PIXIES PAST AND PRESENT

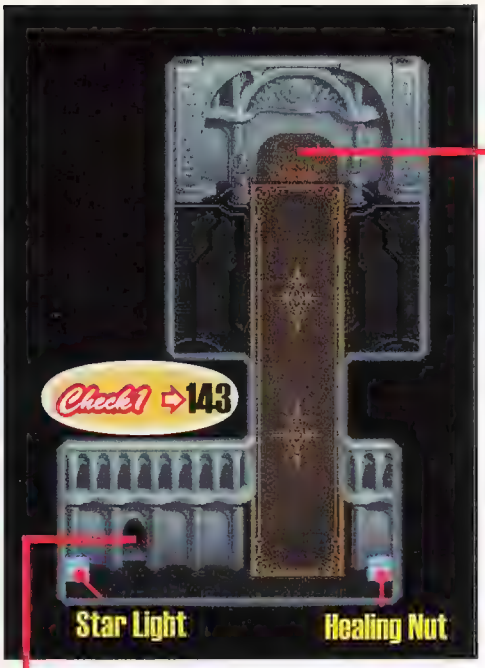
▶ In the PlayStation® *LUNAR*, the entrance to the Grindery is guarded by several groups of monsters, and it's not until Tempest and Fresca show up to help that you're able to get inside. In the SEGA CD *LUNAR*, the entrance to My Secret Garden is the place that's guarded, and Tempest and Fresca once again show up to distract the monsters for ya.

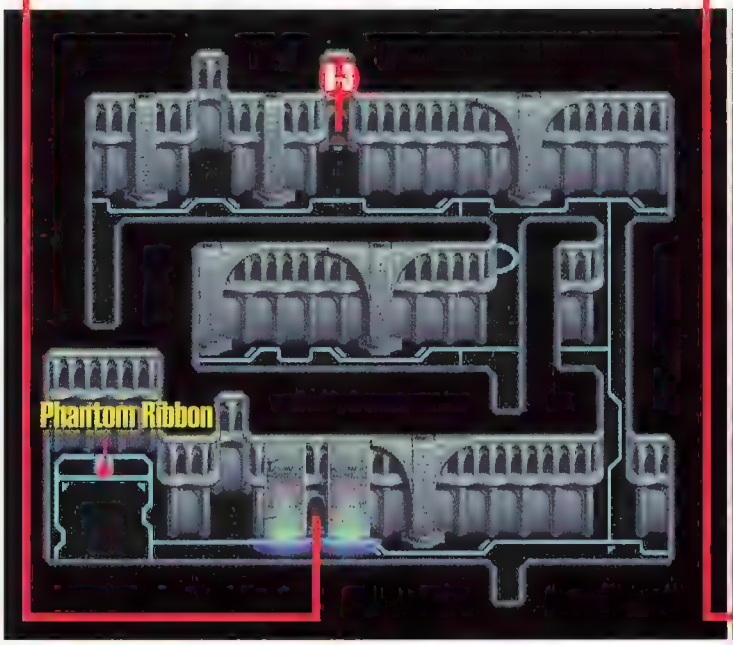


◀ Tempest spoke with noticeably less formality in the SEGA CD *LUNAR*.

GRINDERY QUARTERS







Check1 ⇨ FAMILY FEUD

Don't enter this area until you're ready for a big beef, because you can't return to Althena's statue once you do. There doesn't seem to be a way through the magical barrier...until an injured Phacia appears and casts a spell to open it. She also explains why she fought for Ghaleon, and why she's now decided to help you fight against him. Unfortunately, the witch is confronted by her unhappy sisters, who would much rather kill their squealing sibling than betray Ghaleon. Phacia promises to use what's left of her strength to barricade her sisters long enough for you to confront the Magic Emperor. Gulp.

◀ Phacia rambles about confronting your destiny, saving the world, yada yada yada.

◀ Xenobia indulges herself in the joys of unnecessary profanity.

BEAT THE MAGIC EMPEROR!

After a succinct speech by Ghaleon, you and he jump directly into battle. **Alex** should use the good ol' Vigor in round one, and Sword Dance in rounds two and up. **Nash** should use the Thunderbolt in each and every round. **Mia** should alternate between attacking Ghaleon with the Flame Bomb and souping up the other party members with Power Drive and Ice Shell. **Kyle** should use the Power Up, then the Power Slash, 'cause he likes it. And **Jessica** should use Saint Litany, then Heal or Calm Litany, depending on the sitch. What makes this battle somewhat easier than you'd expect is that the Magic Emperor attacks in an unchanging pattern, which is as follows: pimp-slaps, Inferno, pimp-slaps, Nitro Dagger, pimp-slaps, Tornado, pimp-slaps, Rock 'N Roll, repeat. Use the pimp-slap round to heal everyone in the party, and use the magic-attack round to heal the previous round's pimp-slap victim(s).

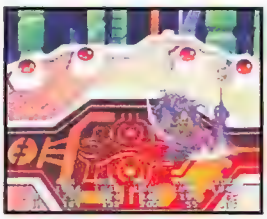
Boss Stats

Hit Points	180xAL
Attack	4xAL
Defense	3xAL
Agility	1xAL
Wisdom	3xAL
Magic Endurance	2xAL
No. of Attacks	2
Range	40
Experience Points	50000
Silver	0

AL = Alex's current level

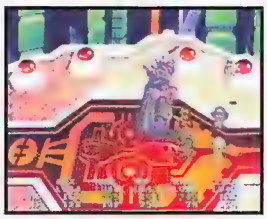
Attack 1 When the Emperor is slowly breathing, his shoulders shrugging and slumping, he's going to give two high-powered slaps to two characters.

◀ When the Magic Emperor stands serenely in front of you...

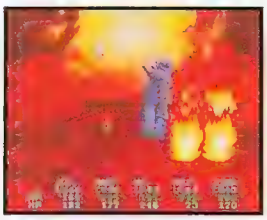


◀ ...he's winding up for a pair of magically fueled slaps.

Attack 2 When the Emperor's fists are glowing, he's going to use a magical attack. Spell #1 is **Inferno**, which bathes everyone in fire. Youch.

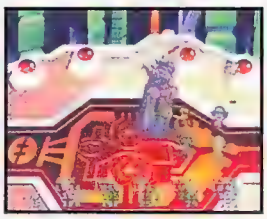


◀ Glowing hands are the indication that a spell is on the way...

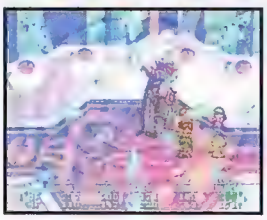


◀ ...such as the always-painful Inferno. Someone get the Bactine, stat!

Attack 3 Spell #2 is the **Nitro Dagger**, in which everyone gets skewered with giant icicles for much more than just a little damage.

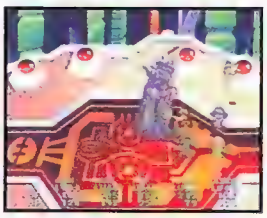


◀ You: "Hey, Ghaleon! Your hands are so soft and so, uh, purple! New manicurist?"

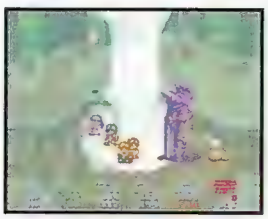


◀ Him: "No, just preparing to shred your flesh with massive shards of ice!"

Attack 4 Spell #3 is the **Tornado**, in which everyone is sucked into a giant whirlwind and dropped onto the ground from about 200 feet up, causing internal colonic bleeding.

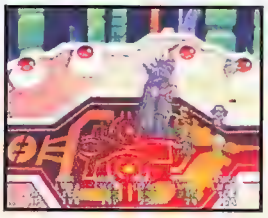


◀ Ghaleon's fiendish fists blaze with purple light. This is a bad omen.



◀ One wind vortex and one crippling drop later, you realize just how bad.

Attack 5 Spell #4 is the critically acclaimed **Rock 'N Roll**, in which everyone is smashed beneath dozens of bouncing boulders. Double youch.

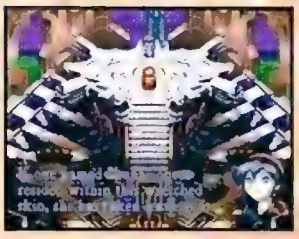


◀ His hands are, like, glowing and stuff. What's this crazy guy gonna try next?

◀ He's gonna drop a bunch of big rocks on your heads, that's what.

STORYCHECK LUN-AHHH!!

After putting down the Magic Emperor, walk north into the next chamber, where Luna stands alone, looking out at Althena's Tower. Chat with each of your party members before climbing up to greet her and give her the world's biggest hug. You quickly learn that Luna's personality has changed somewhat since Ghaleon took her away: whereas she used to be kind and friendly, she's now a psychotic bitch. After several verbal insults, she dons a suitably evil outfit and uses her magic to transform the top of the Grindery. Alex tries to grab her, but she nukes him with a magic bolt. This is followed by a very cool animation.



◀ Uh, Luna, why are you wearing color contacts that make you look like you're possessed?

▶ Not that there's ever a *good* time for a narcoleptic episode, but right now is particularly bad.

ANIMECHECK THE DARK GODDESS

EXT. – TOP OF THE GRINDERY

The camera PANS UPWARD from LUNA's feet to her head. LIGHTNING FLASHES as we CUT to a CLOSE-UP.

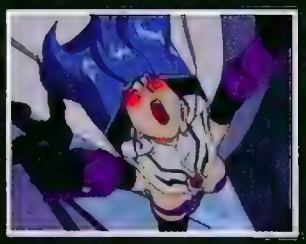
LUNA (thinly smiling)
You shouldn't have interfered. Haven't you figured it out? There's no way to stop this!

ALEX (picking himself off the ground)
Luna...?

Luna turns away from Alex and the other stunned party members, who watch as she slowly walks to the end of the ledge. Luna pauses for a moment, then smiles as her eyes suddenly light up with a RED GLOW. She thrusts her arms heavenward, throws her head back, and starts to SING. But this isn't Althena's Theme...this is a song of pure evil.

ALEX
Luna, what are you doing?

CUT to each of the enslaved Dragons, whose eyes are glowing with WHITE LIGHT. Luna's voice is awakening the magic within them. CUT to a long shot of the Grindery. A giant BALL OF LIGHT builds above Luna and rises into the sky...then a BEAM OF LIGHT shoots across the sky and into Althena's Tower. The ground shakes ferociously.



KYLE (amazed)
What the...?!

The Tower rips itself out of the earth and slowly floats into the air. Althena's Tower isn't a tower...it's the top of Althena's City, impossibly huge and impossibly beautiful.

NASH
What happened to the Goddess Tower?

MIA
This can't be real!

ALEX
Oh, my God...

GHALEON (voice-over)
Amazing, isn't it? Behold the long-forgotten Fortress of Althena.

KYLE (freaking out)
That's the voice of Ghaleon!

JESSICA
Impossible...

LIGHTNING strikes the top of the Grindery, and as the light subsides, we see GHALEON and Luna. She clutches onto him and smirks with perverse lust.

ALEX
Ghaleon?

Ghaleon smirks and mutters "Hrmph!"

STORYCHECK SQUISHED LIKE GRAPES

Luna humps Ghaleon's leg as he explains that the "Emperor" you fought was just a magical stand-in, and that Luna is actually the Goddess Althena. The second revelation is more shocking than the first. As the evil couple prepare to fly away to Althena's City, Alex and his pals charge Ghaleon. (Alex isn't at full strength because of Luna's zap.) In the first three rounds, Ghaleon does nothing; in the fourth round, he casts Nitro Dagger; and in the fifth round, if you're still alive, he casts Hell Wave, which instantly lays the entire party to waste.

▶ This is the Hell Wave (as in "wave bye-bye").

◀ Alex refuses to believe that hamburgers are made from dead cows.

STORYCHECK ON THE EDGE OF ETERNITY

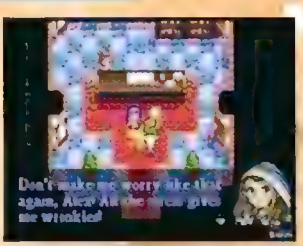
After Ghaleon's parting shot, Alex and the gang lie helpless and comatose as the Grindery collapses around them. Nall desperately tries to wake them up, but nothing happens—until a magical glow emerges from Nall and envelops everyone. An unconscious Alex hears a voice speak to him as he floats in the void....

◀ This is what happens when you give your background artist a couple of days off.

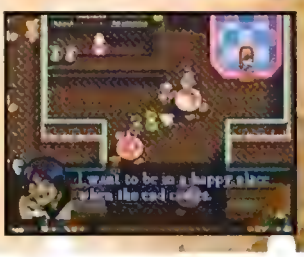
STORYCHECK LET'S GET THE BAND BACK TOGETHER!

When Alex wakes up in Jessica's bedroom, Nall explains that he's been unconscious for three days, and that the White Dragon Wings somehow teleported them to Meribia. How convenient! Walk downstairs and talk to Mia and Jessica, who are hanging out in her dad's office. While they've been planning an attack against Althena's Keep, Nash and Kyle have been hanging out at the local pub. But first, go to Ramus' Shop and talk to him twice. The first time, he tells you to grab whatever you want, free of charge. Well, thank you very kindly, Ramus. Go to the Seagull Tavern and try to talk some sense into the boys; unfortunately, they're more interested in microbrews than heroism. Return to the Mansion and tell Mia and Jessy what happened to get them to join you. Return to the Tavern and talk to Nash and Kyle again; because they're both P-whipped, it's easy for the gals to convince them to rejoin the quest and fight Ghaleon again.

◀ Like the old saying goes, "Better to have crampy buttocks than to be six feet under."



▶ Jessy is especially pleased that you didn't die in her bed.



◀ Kyle goes for maximum intoxication before Ghaleon's takeover plans go into effect.

STORYCHECK BACK IN THE SADDLE AGAIN

Mere nanoseconds after Nash and Kyle rejoin you, Laike strolls into the Tavern and asks if you still have the courage to fight Ghaleon. Say "Of course we'll fight him!" and Laike tells you to prepare for battle, and to return when you're ready. Cool. Return to Ramus' Shop, sell all your junk, and load up on as many free Star Lights as you can carry. Return to the Tavern, talk to Laike, and say "Yes!" Nall feels a strange power rushing through him, and the lot of you teleport to Dyne's Monument, where Laike tells you quite the story. Walk forward after the anime scene and examine the stone (press ⊗). Alex yanks the sword out of the stone and once again becomes the Dragonmaster. Right on! As for transportation to Althena's Keep, it's no problem—Nall transforms into a White Dragon and flies you straight to the entrance.

◀ Laike gives Alex time to prepare for the journey ahead (and time for himself to grab a brewski).

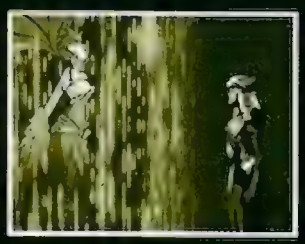
◀ Laike *is* Dyne! Dyne *is* Laike! And if you haven't figured that out by now, you're a bit slow!

▶ Alex learns that grabbing live electrical wires is a very bad thing.

ANIMECHECK A GODDESS REBORN

INT. – ALTHENA'S THRONE

Multiple CUTS to various PANS of the GODDESS ALTHENA as she FLOATS in the middle of a pillar of magical light. DRAGONMASTER DYNE walks up the stairs to the pillar, stopping at its edge. Multiple CUTS to Althena and Dyne as they gaze at each other. No words are spoken between them; their eyes say everything. As Dyne steps forward into the light, GHALEON shouts at him from the bottom of the stairs.



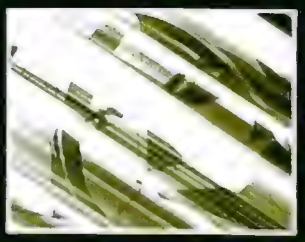
GHALEON (screaming)

Wait! Dyne! Stop!

(CUT to CLOSE-UP)

Stop before the path you have chosen strips you of the very power that safeguards your soul!

Dyne doesn't stop. He TRANSFORMS into his mortal self, forfeiting his magical abilities forever.



GHALEON (screaming)

Dyne! NO!

ALTHENA smiles, closes her eyes, and EXPLODES WITH LIGHT. Ghaleon shields his eyes from the blast as he speaks to Laike.

GHALEON

Why have you done this? What is it that you can see that I cannot? TELL ME!

A NEWBORN BABY gently floats into Laike's large hands. He looks lovingly at the child.

LAIKE

I see a bright hope for the future that resides in each and every human being.

The baby CRIES and wiggles. Ghaleon's clenched fist shakes with anger as he looks at his former friend for the last time.

GHALEON (voice-over, thinking to himself)

I see only despair...

CUT to Ghaleon walking down the stairs, hunched over and grimacing.

ANIMECHECK A DRAGONMASTER REBORN

EXT. – DYNE'S MONUMENT

PAN upward from ALEX's hands, which gently grasp the handle of the stone sword, to his face. His eyelids are CLAMPED shut as he focuses on what he's about to do. After a moment, his eyes SNAP open. He GRITS his teeth and CLENCHES his hands around the sword as he LEANS forward and PULLS backward. The sword SLIDES smoothly and completely out of the Monument, its steel GLISTENING in the sunlight. Alex hoists the sword above his head. LIGHTNING strikes the sword and ENGULFS Alex in WHITE LIGHT. He screams as the light TRANSFORMS him into the Dragonmaster. ZOOM OUT to show Alex standing proudly, Althena's Sword in one hand and the Red Dragon Shield on the other.

ANIMECHECK ASCENT TO ALTHENA'S CITY

EXT. – THE FRONTIER

NALL, who has transformed into the White Dragon, flies toward Althena's City with Alex and the other party members on his back.

KYLE

Look at that thing! The Fortress of Althena is huge!

MIA

Wow! I wonder why this was hidden beneath the Goddess Tower all this time...

JESSICA

I never heard a word about it when I was studying to be a priestess.

KYLE

Ha! That's because you always ditched class, honeypie!

JESSICA (pissed)

At least I've set *foot* in a school, you dumb bastard!

NASH (annoyed)

You're both acting like children! Knock it off!

Kyle chuckles as Jessica pouts and turns away.

NASH

See what's happening?

CUT to the party members looking at the dead earth far below.

NASH

A desert of death is spreading below us!

MIA

The Fortress of Althena appears to be sucking the very life from the ground.

(beat)

If this continues, our whole world will be as desolate as the Frontier!

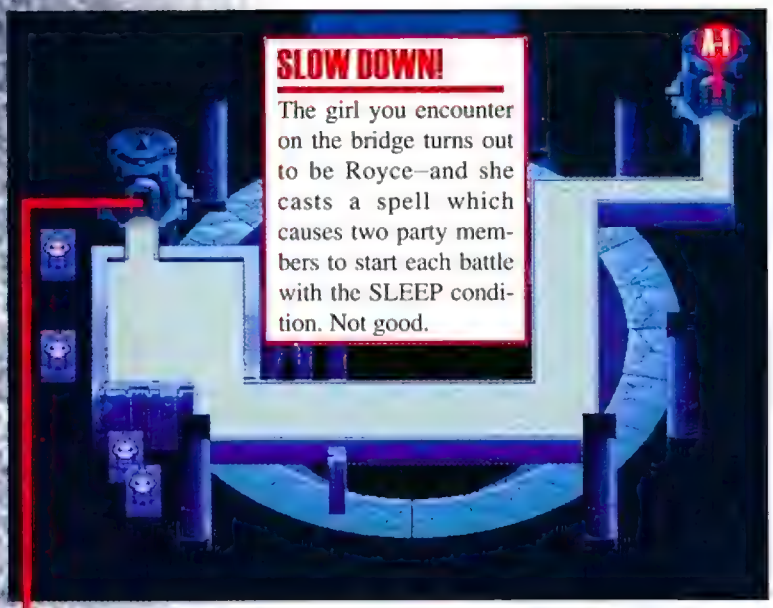
KYLE (voice-over)

I don't think Ghaleon will stop at desolation. He wants total destruction.

ALEX

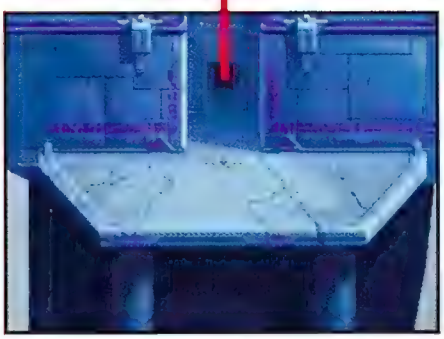
I'll never let that happen!

ALTHENA'S FORT



SLOW DOWN!

The girl you encounter on the bridge turns out to be Royce—and she casts a spell which causes two party members to start each battle with the SLEEP condition. Not good.

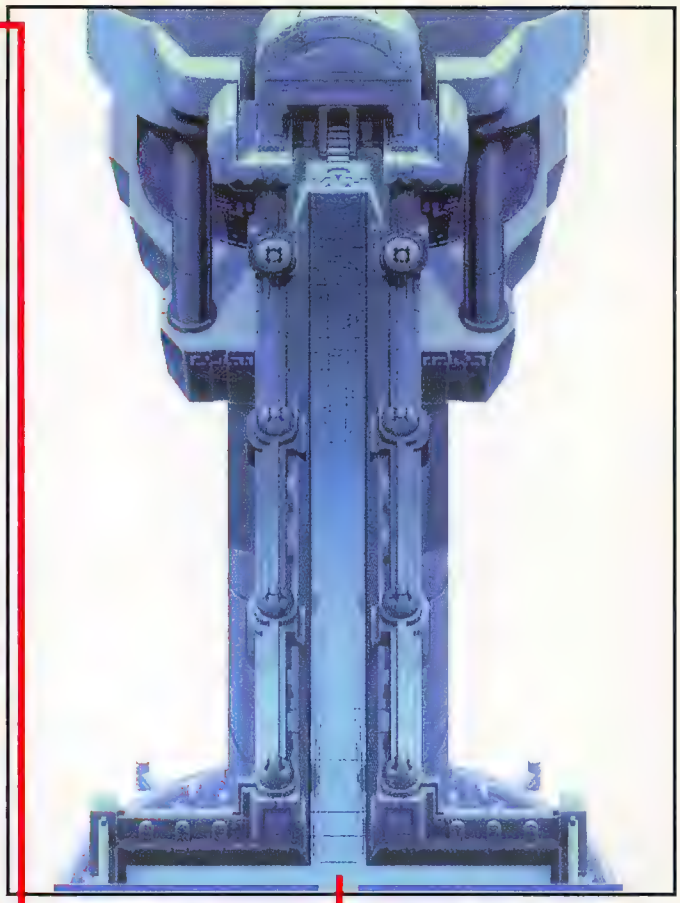


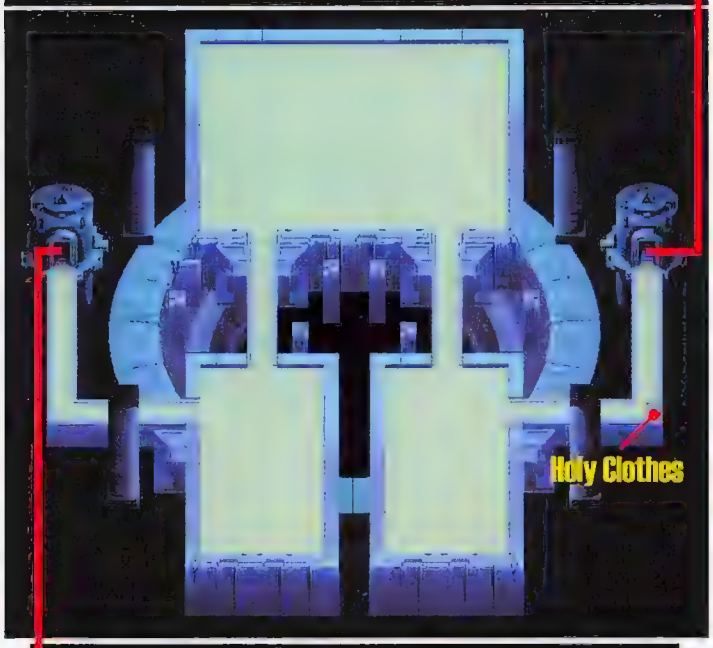
EQUIP, YOU DIP!

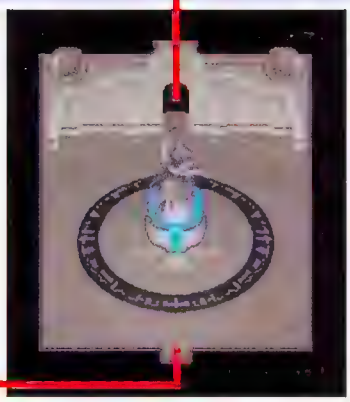
Don't forget to equip Althena's Sword before you enter the Keep. (If everyone's inventory is full, you'll have to drop an item to make room for the Sword before you can equip it.)

LET ME OUTTA HERE!!

Most of the "rooms" in the Keep are barricaded by magical doors when you enter them, and the doors won't disappear until you kill every monster in the room.







ITEMS TO FIND

1 ANGEL'S TEAR
1 SILVER LIGHT

KEY ITEMS

AEGIS ROBE
DRAGON CANE
HOLY CLOTHES
HOLY MACE
INSANE ARMOR
STARLIGHT BOW

BEAT ROYCE!

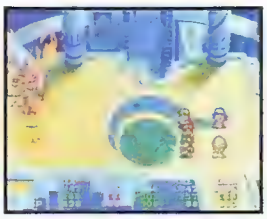
Royce gives you a glimpse into the near future before the battle, a near future in which you're all extremely dead...but she doesn't know you're reading this walkthrough, does she, now? **Alex** should use Vigor in the first round, and the Sword Dance thereafter...unless Jessica starts the battle slowed down, in which case he may need to cast a few Dragon Healing spells to keep everyone alive. **Nash** should use the Thunderbolt, followed closely by the...uh...er...Thunderbolt. **Mia** should alternate between Ice Lance and Power Drive/Ice Shell. Magic-less **Kyle** should use Power Up, then Power Slash. **Jessica** has the most options in this battle. Start the first round with Saint Litany, then have her use Cleanse Litany (*only* if Royce is using a single-character attack *and* everyone's healthy) to cure the slowed characters. Otherwise, she's all about Heal and Calm Litany. Royce's variety of attacks makes her more dangerous than the usual boss, but you should be more than strong enough to snuff her out and proceed into the Goddess Tower itself.

Boss Stats

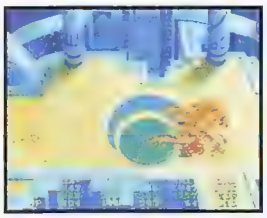
Hit Points	185xAL
Attack	4xAL
Defense	3xAL
Agility	1xAL
Wisdom	4xAL
Magic Endurance	2xAL
No. of Attacks	2
Range	40
Experience Points	50000
Silver	0

AL = Alex's current level

Attack 1 When Royce's knees and arm are bent, she's going to use **Cross Bridge**, jamming across the screen and whacking anyone in her horizontal path for heavy damage.

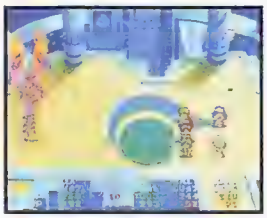


◀ When Royce gets into a limb-stretching position...

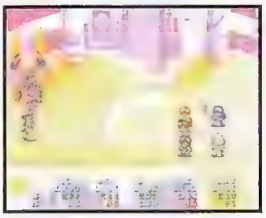


◀ ...she's gonna jog across the screen and put your eyes out with her golden staff.

Attack 2 When Royce's staff is crackling with electricity, she's gonna use **Arch Flare**, which hits everyone on screen for heavy damage (slightly less than Cross Bridge, though).

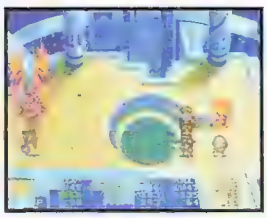


◀ Green voltage around Royce's staff is the tip-off to...

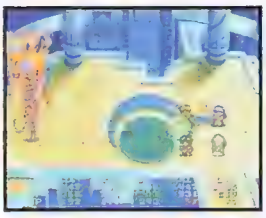


◀...a blinding electrical attack.

Attack 3 When Royce is floating with no electricity around the staff, she's about to use **Shoot Lancer**, in which she throws her weapon into one party member with usually-fatal results.

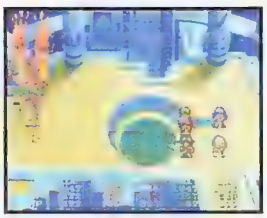


◀ When Royce is just kinda floating there like a rag doll...

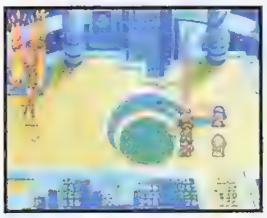


◀ ...she's preparing for one of her most devastating attacks.

Attack 4 When Royce is floating with her legs crossed and arm extended behind her, she's about to use **Flare Strike**, in which one character is toasted for serious damage by flames from above.

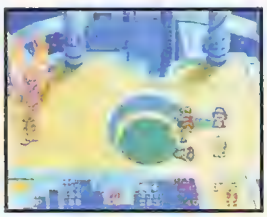


◀ When Royce does her imitation of the Heisman Trophy...

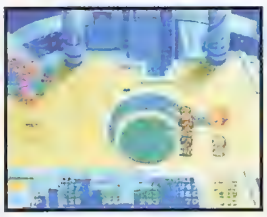


◀ ...she's gonna heat up one of your characters with liquid fire.

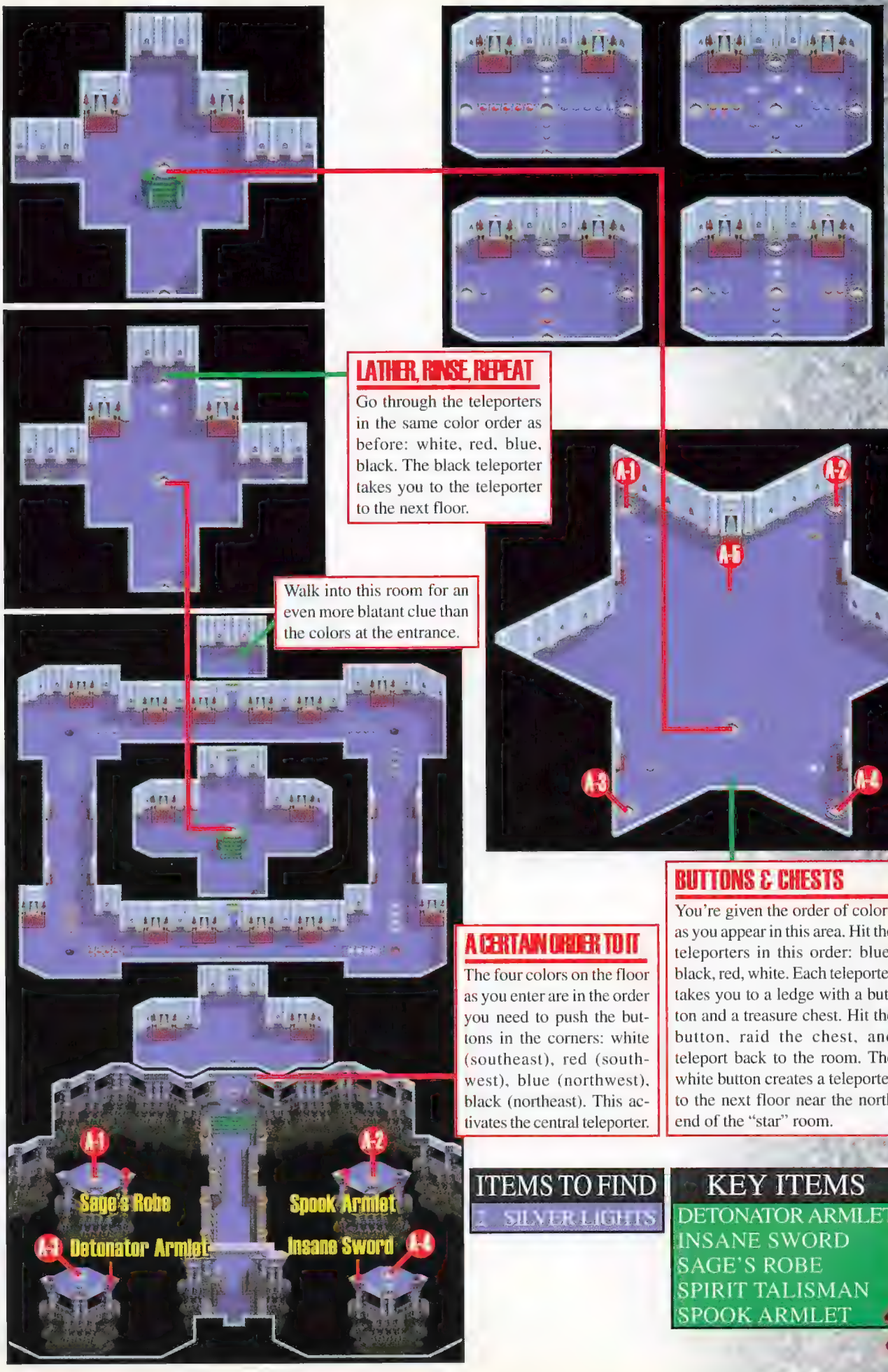
Attack 5 When the faces in Royce's flames are glowing white, she's about to cast **Flame Bird**, which wraps around one very unfortunate character and causes minor damage for several turns. The victim can't move or attack until he or she breaks free of the Bird.



◀When the faces inside Royce's companion flames are glowing white...



◀ ...someone is the meat in a beefy burrito.



LATHER, RINSE, REPEAT

Go through the teleporters in the same color order as before: white, red, blue, black. The black teleporter takes you to the teleporter to the next floor.

Walk into this room for an even more blatant clue than the colors at the entrance.

A CERTAIN ORDER TO IT

The four colors on the floor as you enter are in the order you need to push the buttons in the corners: white (southeast), red (southwest), blue (northwest), black (northeast). This activates the central teleporter.

BUTTONS & CHESTS

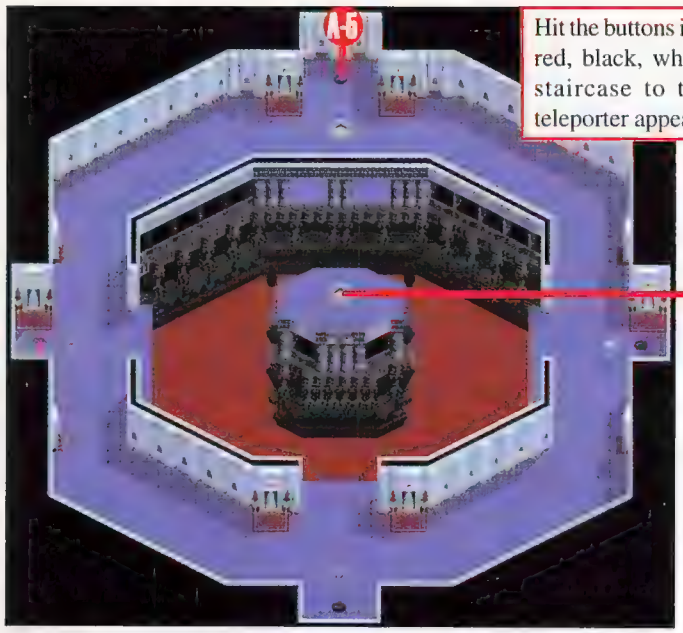
You're given the order of colors as you appear in this area. Hit the teleporters in this order: blue, black, red, white. Each teleporter takes you to a ledge with a button and a treasure chest. Hit the button, raid the chest, and teleport back to the room. The white button creates a teleporter to the next floor near the north end of the "star" room.

ITEMS TO FIND

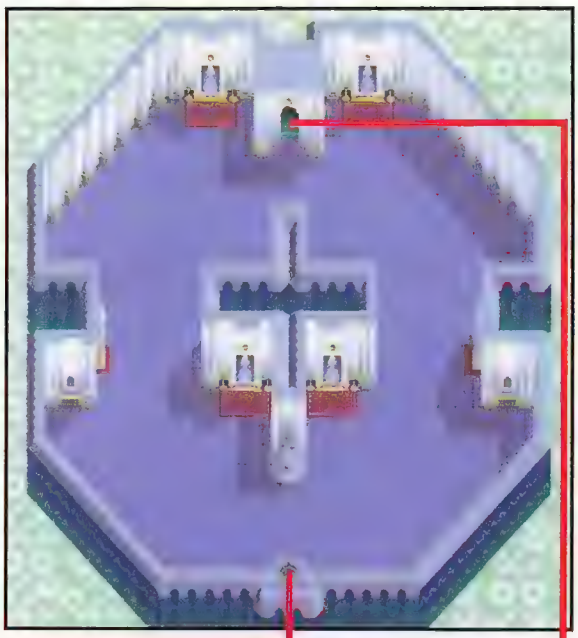
- SILVER LIGHTS

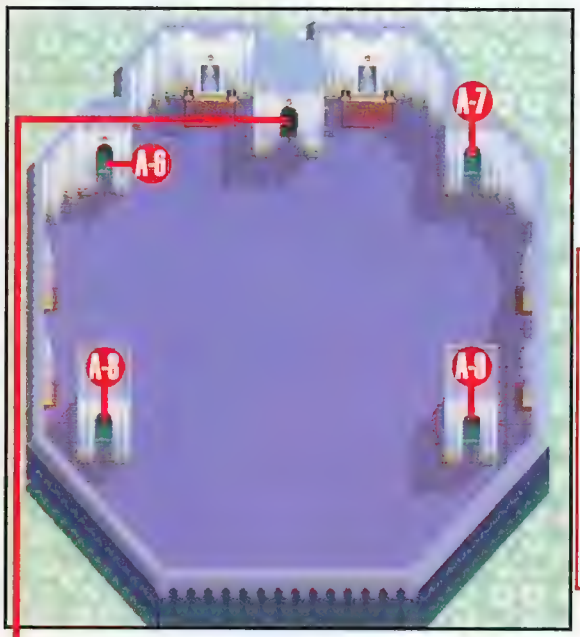
KEY ITEMS

- DETONATOR ARMLET
- INSANE SWORD
- SAGE'S ROBE
- SPIRIT TALISMAN
- SPOOK ARMLET



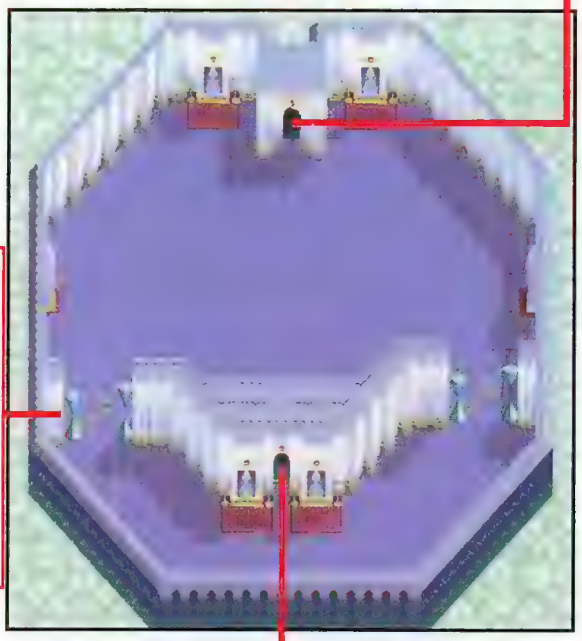
Hit the buttons in this order: red, black, white, blue. A staircase to the central teleporter appears.





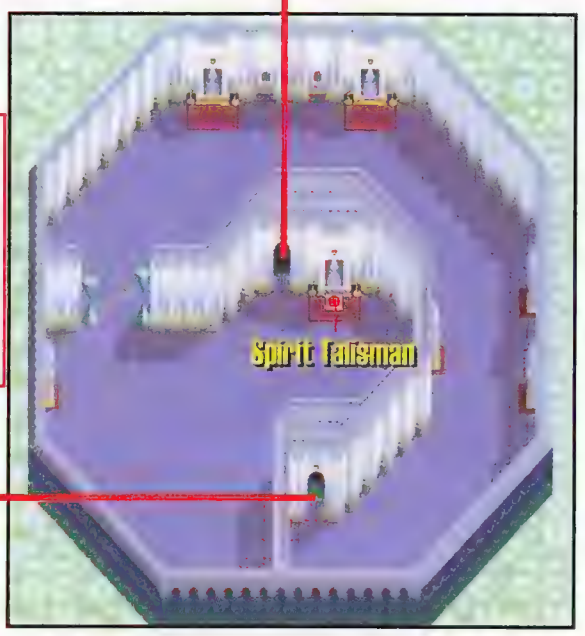
BREAK ON THROUGH

You have to lure the monsters into charging you and breaking through the electric barriers. (Remember when you tricked the Baboons back in the White Dragon Cave? Same deal here.)



SWITCH-FLIPPIN'

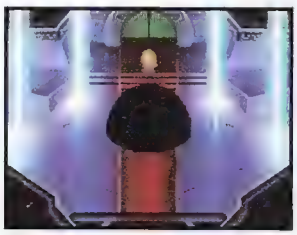
The button on the south side of the gap extends the bridge, and the button on the north side (which only the monster can activate) retracts it.



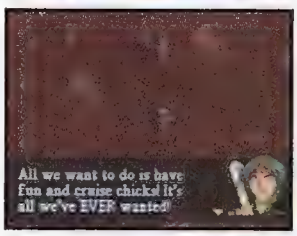
Check1 ➪

DEFLATE XENOBIA!

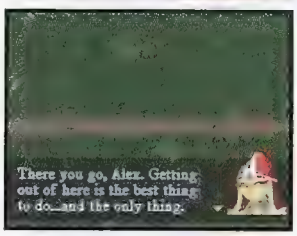
You weren't expecting to make it to Ghaleon without encountering the last of the Three Witches, were ya? Xenobia doesn't want to rumble with you, however; she casts an evil spell which traps everyone within their own minds. Each party member is forced to confront their own worst fears (i.e., Nash's fear that he suffers from erectile dysfuction), and it's not a pleasant experience. Just as everyone is wallowing hip-deep in the quagmire of depression, Nall confronts the group and tells them to believe in themselves. Say "You're right, Nall..." and each character stares down his personal demons...except for Alex, who's still trapped in his cranium. When you gain control of him, you can try walking up, down, or right to escape Luna, but it won't work. The only way to win is to walk left until you reach Luna and break out of your mental prison. A distressed Xenobia now decides to kill you.



◀ Xenobia's spell swallows everyone "hole" (snicker) and drops them into their own bruised brains.



◀ The carefree party animal inside of Kyle confronts...the carefree party animal which *is* Kyle.



◀ Alex has to confront Luna without losing bladder control in order to escape his tortured psyche.

Boss Stats

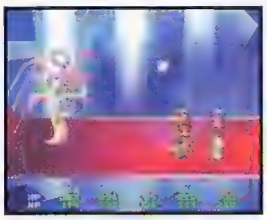
Hit Points	210xAL
Attack	4xAL
Defense	3xAL
Agility	1xAL
Wisdom	4xAL
Magic Endurance	2xAL
No. of Attacks	2
Range	40
Experience Points	55000
Silver	0

AL = Alex's current level

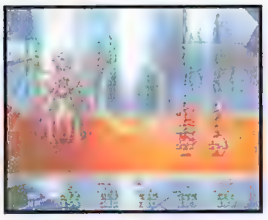
Alex should use Vigor in the first round, and Sword Dance after that. **Nash**, that crazy cat, should use Thunderbolt like mad. **Mia** should alternate between using Flame Bomb on Xenobia and using Power Drive and Ice Shell on her fellow fighters. **Kyle** should use Power Up in the first round, and Power Slash after that. **Jessica** should use Saint Litany in the first round, and Calm or Heal Litany after that. Mostly Calm Litany, frankly, because Xenobia's spells do some serious hurt.

DEFLATE XENOBIA! (CONT.)

Attack 1 When there's a green electric beam between Xenobia's hands, she's preparing to use **Chaos Wave**, in which green beams erupt from the ground and fry everyone for serious damage.



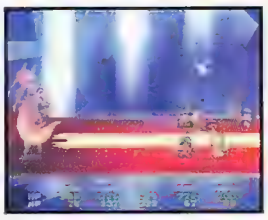
◀ When Xenobia's feeling mean, her magic turns green...



◀ ...and the Chaos Wave proceeds to vaporize your spleen.

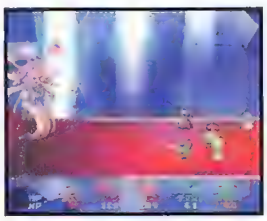
Attack 2 When Xenobia's forearms are crossed in front of her face, it signals the onset of the **Sonic Boom**, in which she shoots a beam horizontally across the screen. Anyone struck by it takes major damage and will usually become stoned (as in rock, not hemp). You have one turn to heal them before complete stonage occurs, either with Cleanse Litany or a purifying item.

◀ "I can't bear to look at your disgusting little faces," Xenobia cries out...

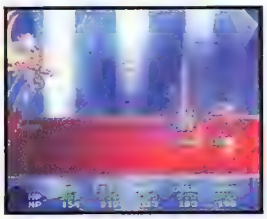


◀ ...mere moments before attempting to turn said faces into granite.

Attack 3 When Xenobia's arms are outstretched, she's going to use the **Aura Shot**, doing big damage to its target and slightly less damage to anyone caught in the blast.

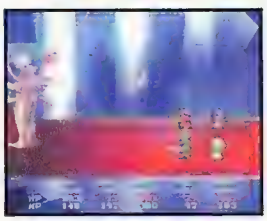


◀ Her arms are open wide, but Xenobia isn't in the mood for a group hug.



◀ No, she's much more in the mood to watch you all DIE! DIE!! DIE!!!

Attack 4 When Xenobia has one hand balled up into a fist, she's going to strike one or two characters with an unnamed energy-ball attack, which does decent damage.



◀ Xenobia considers challenging Alex to a thumb-wrestling match...

◀ ...then decides to nuke his nads with a torrent of radioactive magic.

VOICES VI

SHOJI MURAHAMA: CEO, GONZO ANIMATION

Q. What is the background of your company?

A. I used to work for a company called Gainax. That company is now very famous; they made a series called Evangelion. When I quit the company, I quit at the same time as my friends. We decided to form a business together. We thought about many different names and we decided to name it Gonzo. The meaning came from the term "gonzo journalism," which means the journalist who uses strength and force to gather his material, and we thought it was a cool name. I think if we ever have an opportunity to do business in Italy, maybe we will have to change our name.

Q. How does your company go about creating the animation for LUNAR?

A. First the animator draws the layout according to graphic concept. The director of the graphics will check those drawings and returns it to the animator. When we combine this with computer graphics (CG) it is a complicated process. Since Mr. Kubooka, who is the character designer, was originally an animator, he can give us designs that animators can work with.

Q. The "boat song" is the emotional highlight of LUNAR's animation scenes. Was it particularly difficult to create?

A. Mr. Kubooka told us to put our energy into that scene because it was the main scene of the first half, i.e., the first half's special focus. We therefore consulted with each other and worked on it. One thing that surprised us was that the game industry people took so much time and delayed things. We had one common goal, that was to make an excellent product.

The regular musician could not do the song due to her schedule, therefore, Mr. Mizoguchi recorded the song temporarily. He sang it in such a way that I felt sick when I had to hear it between 30 and 100 times. My painstaking effort to listen to the song sang by a guy and to write it out on the sheet, led to that beautiful scene.

STORYCHECK THE KKK TOOK MY MAGIC AWAY

As you enter the chamber, Ghaleon is busy convincing Luna that taking over the world is in her best interests. Being brainwashed and all, she agrees. While the Magic Emperor gloats, Luna starts absorbing the same magical energy Althena willingly cast away. As Luna gathers more and more otherworldly juice, Ghaleon grows stronger...and reveals that once all the world's magic is under his control, Luna will croak. This inspires your party to make dramatic speeches before entering into the game's final battle.

▲ Ghaleon sure knows how to sweet-talk a girl...

STORYCHECK BEAT THE MAGIC EMPEROR!

Rule #1: If your characters aren't between Levels 45 and 50 by now, Ghaleon is going to whip you like an angry dominatrix. Go back and power up inside the Tower if you haven't already. Rule #2: If your characters aren't fully equipped with Star Lights, Silver Lights, Angel's Tears, and various rings and pendants, Ghaleon is going to stomp on you like the world's fattest tap-dancer. (The Healing Rings are most important, with Fresh and Protection Rings close behind.)

Boss Stats

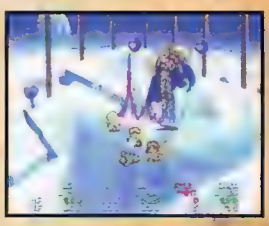
Hit Points	260xAL
Attack	5xAL
Defense	3xAL
Agility	1xAL
Wisdom	3xAL
Magic Endurance	2xAL
No. of Attacks	2
Range	40
Experience Points	50000
Silver	0

AL = Alex's current level

Alex should use Vigor on himself in the first round, then use the Sword Dance to attack...unless Jessica has to revive a fainted party member, in which case he should use Dragon Healing (which substitutes nicely for Jessy's Calm Litany). **Nash** should cast the Thunderbolt spell or use items on the other characters. **Mia** should alternate between the Flame Bomb and casting Power Drive and Ice Shell on the party members. **Kyle** should use Power Up on himself in the first round, then use the Power Slash. **Jessica** should use Saint Litany in the first round, then use Calm Litany or Miracle Litany (if Ghaleon has knocked someone out with the Fate Storm). Remember that if someone faints and is resurrected, you'll need to boost their offensive and defensive stats again. Also remember that you're going to be using a lot of Star and Silver Lights to refill your MP, because this is an epic (as in *long*) encounter.

Attack 1 When Ghaleon's arm is crackling with purple electricity, he's going to teleport around the screen and whack one or two characters with his energy sword, doing decent damage with each blow.

◀ When Ghaleon's forearm is glowing, he's just aching to smack someone.



◀ Note the Chaos Shield in place around him (generated by the floating spheres).

Attack 2 When Ghaleon's arm is extended with a blue electricity surrounding his hand, he's going to bust out a powerful 1-2 combination: the **Hell Wave**, a laser beam striking anyone in its horizontal path, followed by the previously seen boulder-bouncing **Rock'N'Roll**.

◀ That isn't a joy-buzzer concealed in Ghaleon's palm...

◀ ...it's a forewarning of a big, fat laser beam.

STORYCHECK BEAT THE MAGIC EMPEROR! (CONT.)

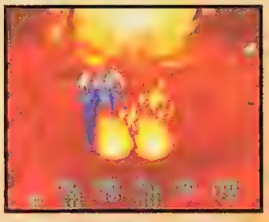
Attack 3 When Ghaleon is holding a purple ball of energy in his hand, he's preparing to cast **Fate Storm**, a spell which instantly causes a character to faint. This also generates the **Chaos Shield** around Ghaleon, which absorbs 750 HP of damage before cracking.

◀ Everyone crowds around Ghaleon, thinking he's holding a pet rock.

◀ Little do they know he's going to steal one of their souls and eat it for lunch.

Attack 4 When Ghaleon is floating with his hands inside his robe, he's gonna cast a punishing 1-2 combo: **Inferno** (hot! ow! hot!) and **Nitro Dagger** (cold! ow! cold!).

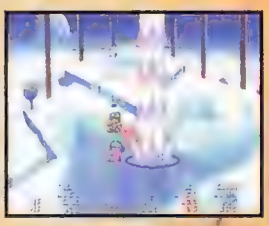
◀ Ghaleon looks so... peaceful, floating in the air like that.



◀ Until he disturbs the peace with a massive onslaught of flame, anyway.

Attack 5 When Ghaleon's hands are on his hips, he casts the old-news **Tornado** (everyone goes up, everyone comes down) and follows up with the brand-new **Worm Crush**, in which he thrusts out of the ground and strikes anyone in range for heavy damage.

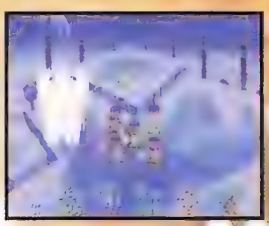
◀ When Ghaleon puts his hands on his hips to strike a huffy pose...



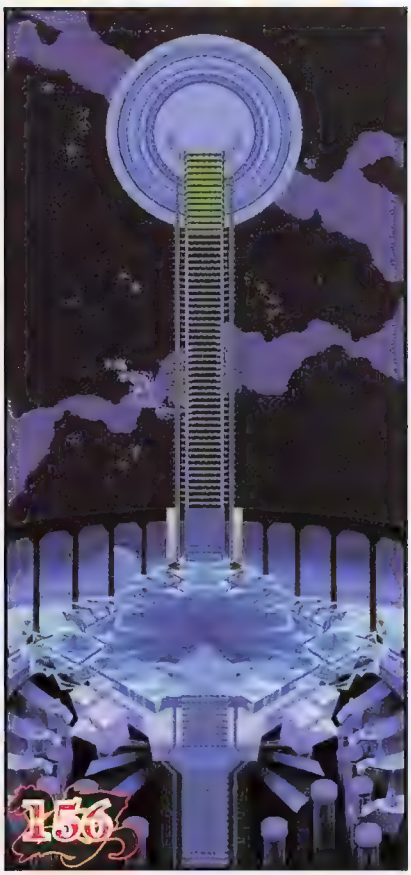
◀ ...he's gonna burst out of the floor like a groundhog on crack.

Attack 6 When Ghaleon lands on the ground with his hands in his robe, he's going to use **Siphon Soul**, in which he steals a goodly amount of HP from every character, and then uses his energy sword twice just to be *really* nasty.

◀ "Oh, Alex, you and your tiny friends do amuse me so."

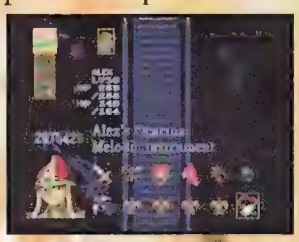


◀ "Does it amuse you when I steal your life-force? No? I never did have a sense of humor..."



STORYCHECK LUNA'S SALVATION

Ghaleon is dead and life is good—but life won't be great until you fetch Luna from her magic pedestal. Take a look at Ghaleon's stiffening corpse, then talk to everyone else, and—this is ***extremely important!***—make sure Alex has Alex's Ocarina in his inventory. Walk onto the bottom of the towering staircase and you gaze up at the Goddess, who tells you to skedaddle; she also fires a warning shot to give you further incentive to split. This prompts Ghaleon to pick his bloodied self up off the ground and deliver a final speech before disappearing in a flash of light. Instead of getting bummed and giving up, Alex is ever more determined to win back his woman. As you proceed up the stairs, Luna/Althena issues periodic warnings and fires more magic at your feet. If you get *too* close, the Goddess gets serious and strikes you dead—unless you use the Ocarina to awaken the humanity within Luna. (It's best to play it at the bottom of the stairs, before you start moving, so you don't forget.) When you reach the top...well, watch the screen and see what happens. It'll be really cool, we swear.



▲ The only way to snap Luna out of her trance is with her favorite tunage.

STORYCHECK PARTING IS SUCH...OOH, BROMIDES!

Walk into Ramus' Shop for the final time, and talk to the big boy about his plans for the future; he slips you **Luna's Bromide 1**. Talk to him again and he offers you the final two Bromides at 5000s each: **Mia's Bromide 3** and **Jess' Bromide 3**. Buy them both and you have all 13 of the lovely pictures—if you've followed our walkthrough from start to finish, of course. (After snagging all these Bromides from Ramus, I think we can safely conclude that his favorite Little Rascal is Spanky.) If you haven't already obtained the Rememberizer from Ramus, the salesbunny behind the counter has it for sale at 65000s.

STORYCHECK THE GUILD WILL REBUILD

Walk to the west end of Black Rose Street, where Mia and Nash are chatting with Lemia about the future of the Magic Guild. Talk to Mia further to hear of her plans to eliminate Vane's elitist policies. Talk to Nash to hear of his plans to become a teacher at the Guild. And talk to Lemia to hear of her plans to get a makeover. She also thanks you for saving the world, and imparts some words of wisdom because that's what old people like to do.

◀ Lemia declares her immense pride for the fruit of her loins.

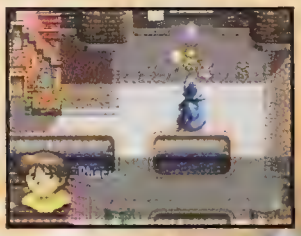
STORYCHECK SON-IN-LAW?

▶ Mel reluctantly accepts the fact that his daughter and the most notorious criminal in the land are knocking boots.

Walk into Mel's Mansion to find Jessica and Kyle standing outside the door to Mel's office, as Kyle waffles about telling Master Mel that he and Jessy are back in love. While he manages to come up with some decent excuses, Jessy drags him into the office anyway, and is happily reunited with her dad. Mel knows that Kyle and Jessy are once again a couple, and he gives Kyle his blessing. Talk to Mel about the effects of fame and the cool new weapon he plans to build; talk to Jessica about various topics; and talk to Kyle about his uncertain future with Jessy.

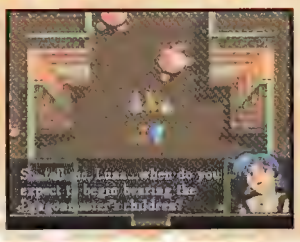
STORYCHECK PHACIA'S FOND FAREWELL

Try to leave through Meribia's north gate (the one just north of Althena's statue) and you're greeted by Phacia, who doesn't seem too grief-stricken over the death of her heinous sisters. She and the Vile Tribe are leaving The Frontier behind to seek out a place with cheaper rent and without the stench of death. Good call.



◀ As the new leader of the Vile Tribe, Phacia's first objective is to hook her people up with a good plastic surgeon.

STORYCHECK FAMILY PLANNING



▶ Fresca wants to know when Alex and Luna are gonna start making sweet, sweet whoopie.

Walk into the Seagull Tavern and walk toward the bar until Tempest and Fresca show up behind you and ask about your plans. Fresca also drops an information bomb: she's already preggers with Tempest's firstborn. (Alex and Luna, amusingly enough, have no idea how to go about making a baby.)

STORYCHECK COME SAIL AWAY

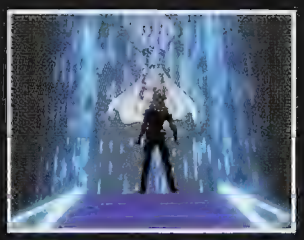
Walk to the east end of the Meribia Port to find a brooding Laike. Talk to him and say "I'm staying in Meribia a bit longer..." over and over for various comments. Then say "I'm going home with Luna." for a lengthy spiel about the past, present, and future, as Laike departs Meribia for new adventures. Roll credits! You are the champion, my friend! And you'll keep on fighting 'til the end! No time for losers, 'cause you are the champion of the world!

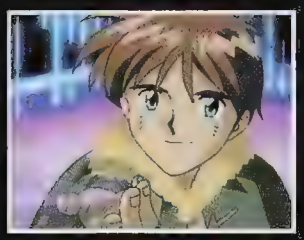
ANIMECHECK WARM EMBRACE

EXT. – LUNA'S THRONE

ALEX (stunned)
Luna... (beat)
I'm here.
The vertical beam of magical light around LUNA softens.

LUNA (looking downward)
I knew you would never abandon me to evil, Alex.
ALEX (excited)
Yes, now we can finally go back to Burg together!
LUNA (looks at Alex)
Though Ghaleon has perished, the Fortress of Althena continues to bleed life from the world of *LUNAR*. If it does not cease, all *LUNAR* will become as lifeless as the Frontier.
CUT to a shot of the Fortress vacuuming up the magic of the world, then CUT to Luna.
LUNA (resigned to her fate)
But if I leave the Fortress, the stored magic will be released too rapidly, and it may end up destroying the entire world of *LUNAR*.
(beat)
I'm a prisoner, Alex.
ALEX (angry)
NO!
LUNA (shedding tears)
I'm sorry, Alex. I must stay here...for *LUNAR*.





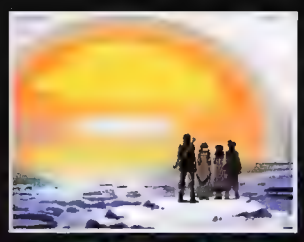
ALEX (angrier)
I won't give you up! You mustn't give up either, regardless of how hopeless things may seem! There has to be a way! (beat) We must believe in the power that resides within each of us, Luna!
CUT to FLASHBACK of Althena and Dyne, then CUT to Alex.
I believe each of us is entrusted with a future to realize, and this is not our future! (beat) Luna, if we work together, I'm certain we'll find a way...just like Dyne did, remember?
Alex starts walking forward into the beam of light.
LUNA (pleading)
Alex, no!
Alex begins to TRANSFORM.
LUNA (screaming)
Alex, you mustn't try it, it's too dangerous!
The transformation is complete. Just as Dyne before him, Alex has sacrificed his strength for love. He EXTENDS his hand to Luna.
ALEX (smiling)
We will always be together...in the past, the present, and the future as well. It's destiny.
Luna takes Alex's hand and falls into his arms.
LUNA
Oh, Alex...Alex...
Luna and Alex are ENGULFED by the light.

ANIMECHECK THE GREEN EARTH

EXT. – THE FRONTIER

The party members watch in stunned silence as Althena's City CRASHES into the sea and EXPLODES with a brilliant FLASH.

JESSICA (about to cry)
Oh, Alex...Luna!
Jessica bursts into tears and clutches KYLE. He looks upward from Jessy to the dark sea.
KYLE (dismayed)
Alex, you dumb kid. Why'd you take the risk?
MIA (blankly)
Alex and Luna sacrificed their lives to save this world from destruction.
NALL (crying uncontrollably)
Oh, Alex and Luna...they're gone forever!
Everyone looks down in teary silence.



Suddenly, they are BATHED in a BRIGHT LIGHT coming from the sea. They look up as the light SPREADS across the world, bringing life to the wastelands.
KYLE (shocked)
Look at the ground...it's alive again!
ALEX and LUNA descend from the sky in a globe of LIGHT and float gently to the earth. Everyone is blown away.
ALEX
We did it! It's over.
JESSICA
We were so worried about you! Oh, Luna!
LUNA
Oh, Jessica, I'm just...so happy to see you all!
The girls laugh and embrace.
KYLE
Well done, Alex...well done.

ANIMECHECK GHALEON DESCENDS

EXT. – LUNA'S THRONE

The camera PANS upward to reveal GHALEON. He chuckles at the children before him.

GHALEON (angry)

What utter nonsense. Perhaps you should demonstrate the power that gives you such confidence. Then we shall see who is fit to be supreme ruler, and who...is DEAD.

CUT to a confident ALEX.

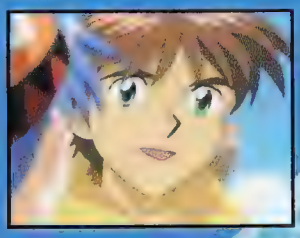
ALEX (fearless)

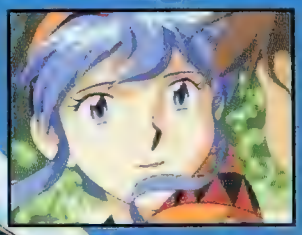
Those that underestimate the power of the human spirit are destined to fail.

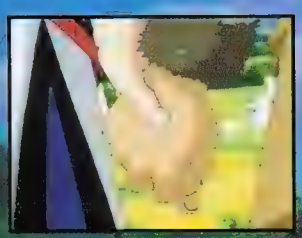
CUT to a CLOSE-UP of Alex.

ALEX

And that means you, Ghaleon!







THE BIG OL' ITEM INDEX

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Alex's Ocarina	34	Alex starts with it
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Althena's Sword	148	Dyne's Monument
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	99	Red Dragon Cave
	109	Blue Dragon Shrine
	119	Black Dragon Fortress
	140	Grindery Bowels
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	64	Vane Magic Item Shop
	84	South Mountain Pass
	87	Thieves' Bazaar Item "Shop"
	89	Meryod Item Shop
	104	Lyton Armor/Item Shop
	108	Blue Dragon Shrine
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	84	Ramus' Shop
	88	Reza Armor Shop
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	116	Forest of Illusion
Cleansing Water	35	Burg Item Shop
	52	Meribia Item Shop
	64	Vane Item Shop
	71	Lann Item Shop
Cleansing Water	86	Reza Item Shop
	89	Meryod Item Shop
	96	Iluk Item Shop
	112	Tamur Item Shop
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Crystal Bracelet	97	Iluk Field
Crystal Pendant	64	Vane Magic Item Shop
Crystal Sword	114	Myght's Tower
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Dark Helmet	111	Tamur Pass
Dark Mace	135	Ruid
Dark Shield	116	Forest of Illusion
Dark Sword	120	Black Dragon Fortress
Detonator Armlet	151	Goddess Tower
Devil Pendant	64	Vane (2)
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	112	Tamur Armor Shop
Dragon Armor	121	Black Dragon Fortress
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Dragon Cane	148	Althena's Keep
Dragon Diamond	39	White Dragon Cave
Dragon Helmet	110	Blue Dragon Shrine
Dragon Necklace	115	Given to Alex by Tempest
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	55	Black Rose St. Item Shop
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Flail	84	Reza Weapon Shop
Flame Ring	37	Given to Alex by his dad
Flame Sword	99	Red Dragon Cave
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Holy Bow	89	Meryod Weapon Shop
	112	Tamur Weapon Shop
Holy Clothes	149	Althena's Keep
Holy Hairpin	116	Forest of Illusion
Holy Helmet	104	Lyton Armor/Item Shop
Holy Mace	148	Althena's Keep
Holy Robe	130	Talon Mine
Holy Shield	104	Lyton Armor/Item Shop
Holy Water	64	Vane Magic Item Shop
	78	Ramus' Shop
	112	Tamur Item Shop
	118	Pao Item Shop
Ice Blade	87	Thieves' Bazaar Weapon "Shop"
Ice Cane	87	Thieves' Bazaar Weapon "Shop"
Ice Mace	87	Thieves' Bazaar Weapon "Shop"
Ice Pendant	92	Damon's Spire
Insane Armor	149	Althena's Keep
Insane Helmet	142	Grindery Quarters
Insane Shield	139	Grindery Bowels
Insane Sword	84	Reza Weapon Shop
Intelligent Robe	87	Thieves' Bazaar Armor "Shop"
Iron Armlet	35	Burg Weapon Shop
Iron Armor	52	Meribia Armor Shop
Iron Bracelet	47	Nash starts with it
Iron Helmet	52	Meribia Armor Shop
Iron Shield	52	Meribia Armor Shop
Jade Hairpin	89	Meryod Armor Shop
Jewel Bracelet	109	Blue Dragon Shrine
Judgment Mace	112	Tamur Weapon Shop
Leather Armor	50	Hispaniola
	52	Meribia Armor Shop
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	120	Black Dragon Fortress
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	153	Goddess Tower
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	84	Ramus' Shop
Silver Sword	84	Ramus' Shop
Sling	37	Given to Alex by his dad
Small Bow	50	Hispaniola
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	55	Black Rose Street Weapon Shop
Soap	50	Hispaniola
Soap	62	Cave of Trial
	94	Given to Alex at Thieves' Bazaar
Sorcerer's Robe	86	Reza Armor Shop
Spirit Bandanna	92	Damon's Spire
Spirit Robe	112	Tamur Armor Shop
Spirit Talisman	152	Goddess Tower
Spook Armlet	151	Goddess Tower
Spook Hairpin	97	Iluk Field
Star Bracelet	116	Forest of Illusion
Star Light	35	Alex's House (Burg)
	38	White Dragon Cave
	46	Old Hag's Forest
	55	Black Rose St. Item Shop
	56	Meribian Sewers (4)
	64	Vane Magic Item Shop
	68	West Mountain Pass
	76	Crystal Tower
	78	Ramus' Shop
	87	Thieves' Bazaar Item "Shop"
	91	Damon's Spire (2)
	92	Damon's Spire (2)
	99	Red Dragon Cave (7)
	111	Tamur Pass
	118	Pao Item Shop
	129	Talon Mine (2)
	135	Ruid
	142	Grindery Quarters
Starlight Bow	148	Althena's Keep
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	64	Vane Armor Shop
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	89	Meryod Armor Shop
Steel Helmet	87	Thieves' Bazaar Armor "Shop"
Steel Shield	87	Thieves' Bazaar Armor "Shop"
	89	Meryod Armor Shop
Stone Bow	87	Thieves' Bazaar Weapon "Shop"
Stone Bracelet	140	Grindery Bowels
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Thieves' Guide	93	Given to Alex by Damon
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Wind Cane	111	Tamur Pass
Wind Sword	112	Tamur Weapon Shop
Wisdom Robe	106	Lyton Cave
Wooden Shield	35	Burg Weapon Shop
	52	Meribia Armor Shop
Wrath Ring	89	Meryod Item Shop

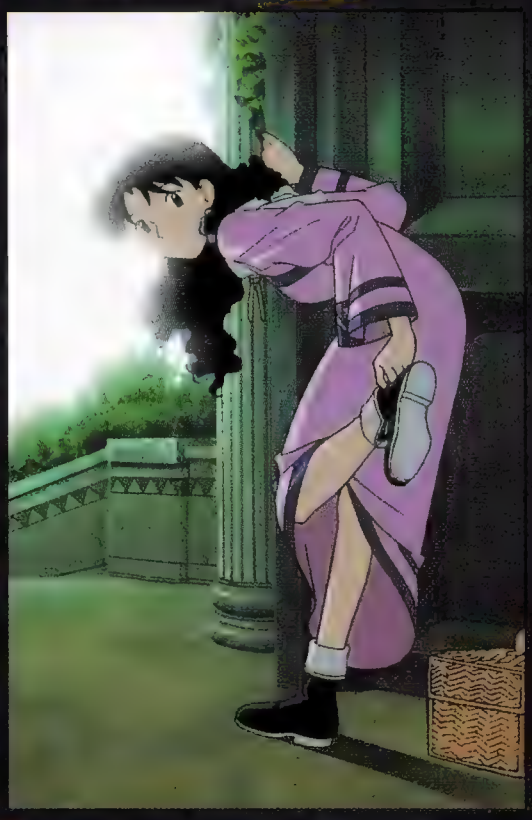
Find The Bromides!

In the SEGA CD version of *LUNAR*, Nash had an item called Mia's Bromide. It boosted Nash's defense by a whopping one point, but that wasn't its real purpose: the Bromide was instead meant to show the extent of Nash's infatuation with Mia Ausa. I mean, the dude's carrying around a picture of a girl he doesn't even have the guts to ask out. Kinda creepy, actually.

The PlayStation version has taken the concept of Bromides and run with it. Instead of a single picture, there are now a whopping 13 of them—and by examining each one in your inventory, you're treated to a saucy poster-sized graphic (one screen wide and two screens high).

Collecting the baker's dozen of Bromides is, of course, not at all easy. You can purchase some of them from Ramus at various points in the adventure, but he charges you a steep amount of silver for each. The other Bromides are scattered throughout the game, and can only be found in certain places at certain times—if you miss the windows of opportunity, you don't get second chances.

The Walkthrough section of this book describes how to collect all 13 Bromides, but we've also placed the location information here as a handy reference guide for you particularly perverted readers (in other words, all of you). Good hunting!



BROMIDE LOCATIONS

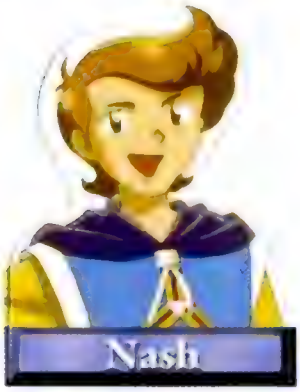
Jess' Bromide 1	It's in the possession of Jessica's blue-haired stalker, who wanders around the north end of Althena's Shrine. Get it back by talking to her twice—but only *after* Kyle joins your party, and *before* you leave for the Frontier.
Jess' Bromide 2	It's being held by the eyepatch-wearing boatman on the dock of Lann—only *after* Nash destroys the balloon engine and *before* you leave for the Frontier.
Jess' Bromide 4	It's stuffed underneath Kyle's beer-drenched bed in Nanza—only *after* Xenobia and her critters are driven away by Kyle in drag, and *before* you speak with Kyle to make him join you (a very small window of opportunity).
Luna's Bromide 1	Ramus gives this to you when you speak to him during the game's Epilogue.
Luna's Bromide 2	It's on the left-hand shelves in the basement of Alex's house in Burg—only *after* Ghaleon kidnaps Luna, and *before* you go to Meribia with the Wings.
Mia's Bromide 1	Nash has this in his inventory when you rescue him in the Old Hag's Forest.
Mia's Bromide 2	It's in the grubby paws of a redheaded student in the Magic Guild's eastern classroom—*after* you return to Vane from the Frontier, and *before* you retrieve Nash from the Transmission Spring.
Mia's Bromide 4	It's in the possession of Iluk's resident pervert (in the northeast house)—only *after* Nash destroys the balloon engine and *before* you leave for the Frontier.
Jess' & Mia's Bromide 3	You can purchase these from Ramus' Shop during the game's Epilogue (only *after* he gives you Luna's Bromide 1—speak to him a second time).
Phacia's Bromide	It's down the shirt of Phacia's butt-kissing assistant at the north end of Althena's Shrine—*after* the Three Witches reveal themselves, and *before* you return to Meribia.
Royce's Bromide	It's wedged in the undies of Royce's blond-haired admirer on Black Rose Street—*after* Master Mel is turned to stone, and *before* you travel to Vane.
Xenobia's Bromide	It's being hoarded by the purple miner in the chamber halfway through the Talon Mine—*after* the Grindery has rolled away, and *before* you leave.

Alex

Luna

Kyle

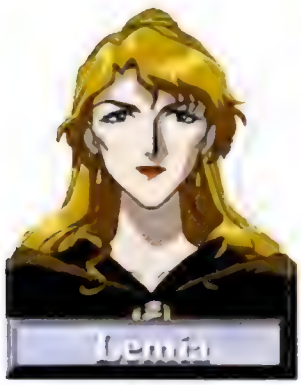
Jessica


Nash

Mia

Nall

Ramus


Lemia

Ghaleon

Master Mel

Dyne

Magic Emperor

Phacia

Royce

Xenobia

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LUNAR: SSS

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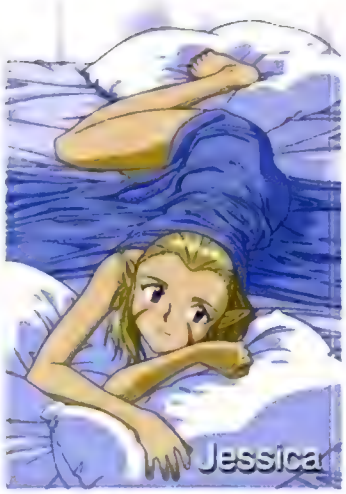
Jessica


Jessica

Jessica

Jessica

Mia

Mia

Mia

Mia

Luna

Luna

Phacia

Royce

Censored
Nash

Xenobia

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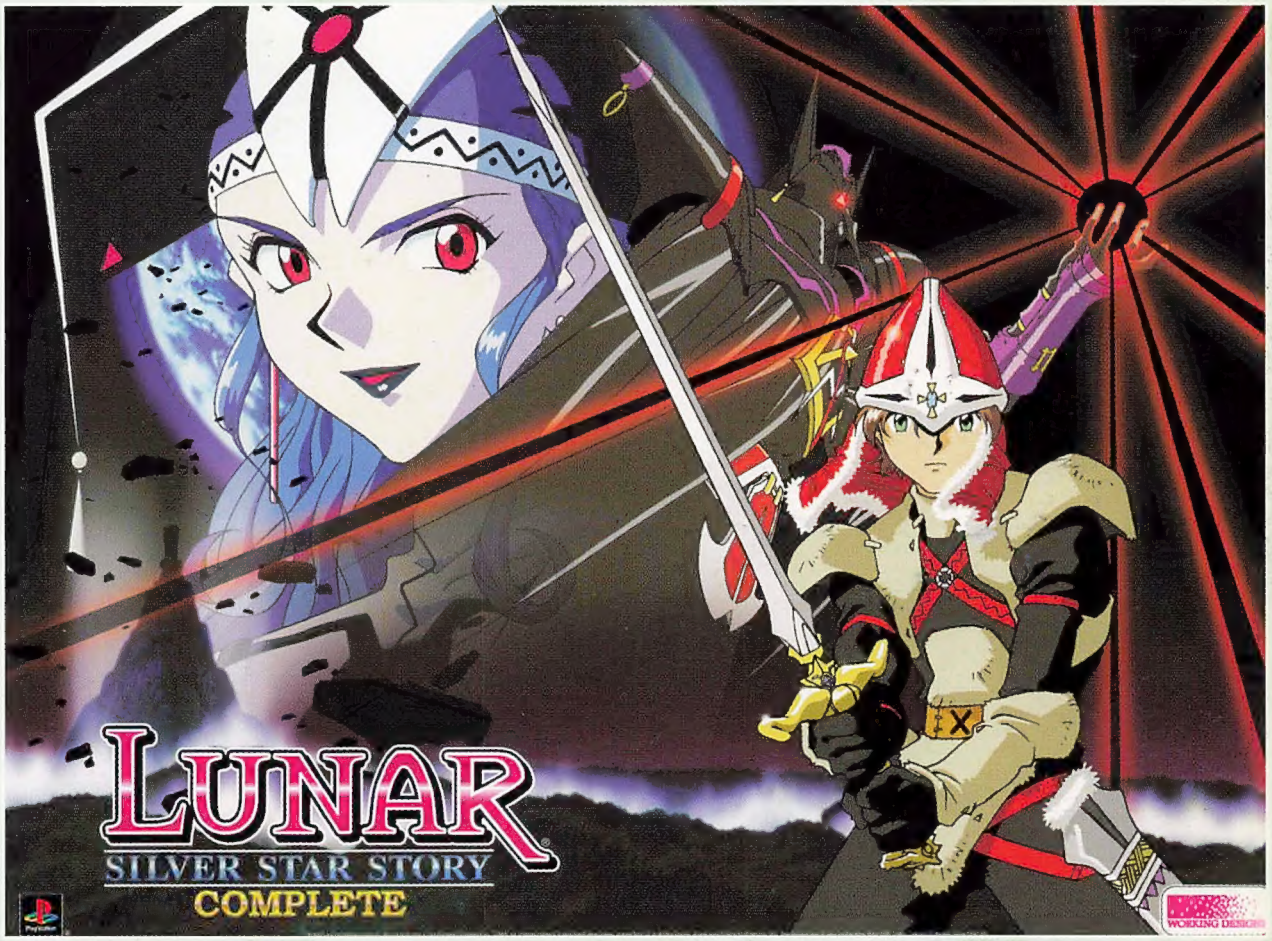

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Luna

Nall

Ramus

Nash

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